



ADULT LEADER'S MANUAL

OWASIPPE SCOUT RESERVATION



CHICAGO AREA COUNCIL

OWASIPPE 2009



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Contact Info.



Chicago Area Council

The Chicago Area Council Camping Department, located at the Chicago Area Council Office, and will handle questions concerning reservations and payments.

C.A.C. Camping Department
1218 West Adams
Chicago, IL 60607

Or you may contact the Director of Camping by phone or e-mail at:

C.A.C. Camping Dept. Phone..... 312-421-8800

C.A.C. Camping Dept. Fax..... 312-421-4725

E-mail..... Christian.Townsend@scouting.org

Visit the Chicago Area Council online at:

www.chicagobsa.org

Owasippe

All Scouts like to receive mail while at Owasippe. Please inform your Scouts and their parents concerning your Troop's summer address.

Your Scout's Name, Troop Number

Name of Section Camp (e.g., Blackhawk, Wolverine, Carlen, Reneker)

Site Number

Owasippe Scout Reservation

9900 Russell Road

Twin Lake, MI 49457

In the event of an emergency during the camping season, you may call one of the following numbers. Please be prepared to give the Name, Troop Number and Section Camp of the person you are trying to contact.

Owasippe Phone..... 231-894-4061

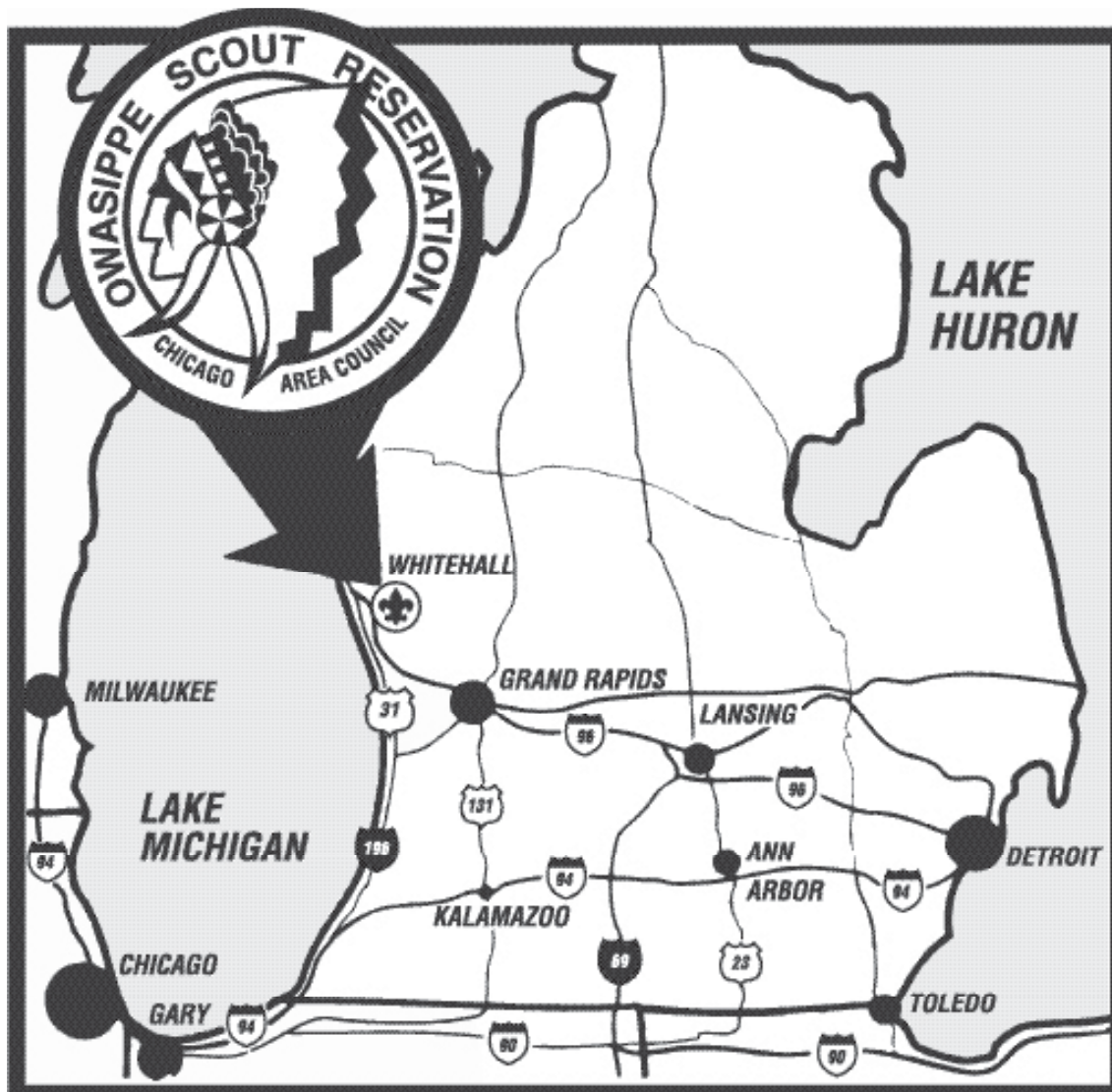
Owasippe Faxline 231-893-6531

****Remember, Owasippe's time is one hour LATER than Chicago's time.**



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Directions to the Owasippe Scout Reservation

From Chicago, Wisconsin

I-94 to exit 34 in Michigan; I-196 north to Holland, north on U.S. 31 to Russell Road; go right on Russell Road; and go 7 miles to Reservation.

Michigan & West;

North on U.S. 31 to Russell Road; go right on Russell Road; and go 7 miles to Reservation.

From Indianapolis & South:

I-69 to I-94; west to U.S. 131; north to Grand Rapids; I-96 to U.S. 31; north on U.S. 31 to Russell Road; go right on Russell Road, and go 7 miles to Reservation.

From Detroit:

I-96 west past Lansing and Grand Rapids to U.S. 31 at Muskegon; U.S. 31 north to Russell Road exit; turn right on Russell Road, and go 7 miles to Reservation.

From Southeast & East:

Any route north to Ohio Toll Road; west to I-69; I-69 North to I-94; I-94 west U.S. 131; follow same route north given from Indianapolis.



February 1, 2009

Dear Scouters,

Welcome to Owasippe! We are excited that you have chosen to camp at the premier scout camp. For almost 100 years Scouts and Scouters from all over the United States have journeyed to Owasippe to experience all that it has to offer.

Whether you have a new Troop with younger Scouts or a well-established troop, Owasippe has a program that will fit their needs and wants. From our Adventure Patrol program for our first year Scouts, to the Manistee Quest, the ultimate camping experience, Owasippe has something for you.

As a Unit Leader, the responsibility of guiding the Scout, both first year and the experienced Scout, through the complexities of summer camp is yours. Camp planning can be a confusing process; therefore we offer you this manual, as an aid in assuring that every Scout is equipped with the knowledge necessary to make their camping experience something they will never forget.

Each of the camps has a unique history filled with programs designed to uplift the Scouting spirit through camaraderie, teamwork, fun, and individual challenge. Scouts who attend Owasippe have the unique opportunity to develop not only outstanding memories of camp, but skills and attitudes that will last a lifetime.

Please take time to share with your Scouts all of the opportunities which will be available for your Scouts. If you would like, please contact the Camping Department and we will be happy to join you at one of the Scout meetings to discuss camp.

On behalf of the 2009 Owasippe Staff, Thank you for choosing Owasippe. We are sure that you will not be disappointed.

Yours in Scouting,

Chris Townsend

Director, Owasippe Scout Reservation



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Introduction



Welcome to Owasippe

OWASIPPE is America's oldest Scout camp, in continuous operation since 1911. It is located 7 miles east of Whitehall, Michigan, about four hours from Chicago.

OWASIPPE consists of over 4,700 acres of rolling hills, towering forests, crystal lakes, and clear streams in the heart of Michigan's water wonderland. Surrounded in part by the Manistee National Forest, several thousand additional acres are available for hiking and many other Scout activities.

OWASIPPE is filled with a certain magic of the great outdoors of Michigan where the air and water are still pure and where the sunlight dances off the lakes and filters through fluttering leaves. It is a place where the fragrance of the forest delights the senses in harmony with the reflections of a glowing campfire and where the calls of wildlife serenade the night and beckon the new day. It is a land where mysteries of the Indian and the legend of Scouting's past spark the imagination of every Scout. It is a magic that refreshes both the body and spirit.



OWASIPPE offers the magical adventure of Scouting. Scout Leaders know that summer camp provides the greatest opportunity to help boys grow and thus achieve Scouting's aims. It offers a magic that can only be found in the fellowship of other Scouts facing the challenge of the Advancement trail and the test of Scout Leadership.

OWASIPPE is owned and operated by the Chicago Area Council, Boy Scouts of America as the long term summer camp for the Scouts of the Chicago Area Council. Scouts from other Councils throughout the nation as well as from foreign countries are welcome.

OWASIPPE offers a variety of camping plans for your Unit. Choose the plan of camping that best meets the needs of your Scouts. Camping plans are designed to handle the program needs of your experienced and beginning Troops.



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The Remarkable Vigil of Chief Owasippe



There are many legends regarding the lands, rivers and lakes of this area, but none more interesting than the legend surrounding the man whose name we have adopted for our camp. Owasippe was the great chief of the Potawatomie Indians who occupied this land in the early part of the 19th century. Legend compares his great wisdom with that of Solomon's. The village over which the chief presided was on the flat at the foot of a hill near the Bishe-Gain-Dang (beautiful river in the Potawatomie language). The French trappers of the time knew the river as River Blanc. Today, we call it the White River.

The Bishe-Gain-Dang furnished the tribe with fresh water and a safe landing for their canoes. Both fishing and hunting were good and the wooded hills that surrounded them kept out the cold winter winds. They were also comparatively safe from attacks by hostile bands in the area.

Owasippe married late in life and when he became the father of two sons, he was overjoyed. As his sons grew, he taught them to find their way through the forest with the stars and the sun to guide them. He taught them to recognize the animals and the birds, the useful trees and plants, so that they might enjoy the full abundance around them.

Finally, the boys reached the age when they must prove their ability to become braves in the tribe. To earn this right, they had to undertake a great journey. They were required to spend several moons living in strange countries, surviving on what food they could find. If they could pass these tests with honor and courage, the tribe would officially recognize them as braves.

The boys loaded their canoes and set out. They followed the White River into White Lake and into the dangerous waters of Lake Michigan. They followed the shoreline south for many days and then turned north again until they came to a place called "Cheekahgaw," which means "place of wild onions." Today, we know that place as Chicago. To gain protection from hostile bands, the white men had built Fort Dearborn at the mouth of the river.

The sons of Owasippe stopped by Fort Dearborn and expressed friendly greeting in the name of their father. Here at Fort Dearborn, they remained for many days, making friends and trading with the settlers. Eventually, they knew it was time for them to return. Once again they set out on the perilous journey back to their beautiful valley.

When they failed to return after a reasonable length of time, Chief Owasippe became anxious. Every day, he would climb to the top of a high hill and sit for hours beneath a great pine tree, scanning the long marsh and watching for their reappearance on one of the many streams that wound through the tall grass. But they did not appear. Nor could he learn news of their whereabouts. They might have drowned in the treacherous river or met enemies who tortured and killed them. Whatever happened, the two boys were never seen again.

There he sat day after day. Several weeks passed, but he refused to leave. His fellow tribesman and closest advisors brought him food until finally he refused to eat. Eventually, Owasippe succumbed to uncertainty and disappointment. His people found him dead beneath the great pine. Owasippe's people buried him in a sitting position on the spot where he died and covered his grave with a huge mound, as was worthy of a chief of his status.



Owasippe Vigil cont.



In the early 1890's, three boys were following a trail near the mouth of Silver Creek when they noticed something that resembled the end of a canoe protruding from the bank. Hurrying back to town, they notified the village Marshall, who returned with the boys bringing men and shovels. They unearthed two dugouts, each containing the skeleton of a teenage Indian. They also found the metal parts of a flintlock rifle, bits of decayed blankets, a copper kettle and a silver ornament.

It was apparent from the evidence that these youth were the missing sons of Owasippe. The two boys had apparently pulled their canoes up along the high bank for the night, and the river, constantly cutting into the earth, had caused the bluff to cave in, burying them where they slept. The spot was less than a mile from where Owasippe had sat watching.

When the remains of Owasippe's sons were found, the great pine by which Owasippe sat was still standing. By 1911, when Scouts began camping on these grounds, only a rotten log remained. Now, even that has disappeared. The mounds have been settled beyond recognition and the incredible legend of Chief Owasippe would have been lost except for the marker placed near his grave by the Boy Scouts of Chicago Area Council.

Many Indian names have sacred meanings, and efforts have been made to learn the correct meaning of the Chief's name, but the Potawatomie language, being strictly oral, makes the matter difficult. Experts believe the name to be derived from the word "Awassisibi," meaning "one who looks beyond the river."

The courage and nobility displayed by the sons of Owasippe on their journey speak to the Scout virtues of Friendliness and Bravery, and their knowledge of the wilderness and ability to survive by their skills echoes the training of today's modern Scout laws.

It is said that the spirits of Chief Owasippe and his two sons still walk the trails of the Reservation and join with the many Scouts who visit us each year. On quiet nights, when all is still, those spirits have been known to answer when called.



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The Owasippe Scout Camps



The Scout camps at Owasippe provide opportunities for Scouts and Leaders to match their outdoor skills and program needs with the section camp that best fulfills their purposes.

Each section camp has an experienced program staff, available to assist Scouts and Leaders in planing a meaningful outdoor program. Each section camp has an administration lodge, a boating and canoeing area, a shooting and archery area, a Scoutcraft area, an ecology /conservation area, a crafts center, and an aquatics area. THE SAME PROGRAM OPPORTUNITIES ARE PROVIDED FOR EACH OF OUR SCOUT CAMPS.

Camp Blackhawk

Situated on the shore of Big Blue Lake, camp Blackhawk offers opportunities for lake swimming and boating. Scouts eat in a spacious dining hall amid pine walls and under high-beamed ceilings. Scouts enjoy the fellowship of Scouting at each meal through songs, skits, and special programs. For more information, please consult the Blackhawk Program Supplement.

Camp Wolverine

Beautiful Lake Wolverine is the setting for rugged Camp Wolverine. Troops feed "family style" in their sites from unique hot packs, delivered three times daily. Scouts launch boats and canoes from the Lake Wolverine docks and swim in an Olympic-sized pool. For more information, please consult the Wolverine Program Supplement.

Manistee Quest 2009

The Manistee Quest program offers three distinctive treks for older Scouts or Venturers and Leaders. Scouts may experience the rugged challenge of a five-day backpacking trek, the scenic beauty of a three-day backpacking trek and two-day canoe trip or a five day canoe trip. The program meets a special set of National Standards for a High Adventure Camp.

Carlen Venture Base

An exciting new opportunity for male and female, as well as traditional Boy Scouts who are least a freshman in high school, or 14 years old. Similar to other bases, you come to Carlen as a crew! The crew decides its own reality adventure with possibilities of participating in activities including: The Diamond O Ranch, Low Cope, High Cope, sailing, White River Canoeing, Hikes and many others.

**The
Adventure
Begins**

Camp Reneker



For more than four decades, Camp Reneker has provided quality camping experiences to families at a very modest cost. Nestled in the center of Owasisippe, Reneker provides outdoor programs for the wives and children of Scouting families.

In aquatics, Reneker offers a full program. Under the guidance of certified lifeguards and swim instructors, children of all ages as well as adults may participate in our swimming lessons and afternoon and evening recreational swims. Our facility includes a large swimming pool with a staircase entry and a wading pool.

Adults and children may demonstrate their creativity in a wide variety of crafts. Whether designing a centerpiece for a family table or capturing the majesty of the woods in a nature project, our staff in the craft program promises to excite the interests and challenge the skills of all campers.

Surrounded by the forests of Owasisippe, Reneker campers also have many opportunities for fun in the outdoors. Guided by experienced staff, campers may hike to the near-by Quaking Bog, one of the natural wonders of Owasisippe, or to the E. Urner Goodman Scouting Museum, Owasisippe's Grave, and Paradise Valley. They may also ride ponies and take hayrides. Campers may also want the experience of a trail ride at our Double O Ranch. Older campers may want to learn to sail at the Fossett Sailing Base. Note: ALL Reneker participants must bring a completed class 2 or 3 medical, which requires a physicians signature, with them to camp.

One way to insure that children have the full experience at Reneker is to enroll them in our age-group programs. Offered each morning, these groups of children, ages three to sixteen, participate in a variety of exciting activities designed to introduce them to our camp and its legends. There is no age group program for children under three.

Almost every evening, Reneker campers have a chance to get to know one another. At campfires and singalongs, they'll delight in the antics of our staff. Or they may attend the ice cream social and other such events.

Located six miles from the lovely town of Whitehall, Camp Reneker also provides easy access to the many resources of the region. Our campers take shopping excursions to the outlet mall in Holland, journey to Lake Michigan beaches, Michigan Adventure Water Park and miniature golf, or dine in area restaurants.

While at Reneker, families of 4-5 sleep in rustic cabins equipped with an electric range, refrigerator, sink, table and chairs, sofa, wash-up sink and two bedrooms with bunk beds. Campers do their own cooking and are responsible for housekeeping. They must bring their own linens, bedding, pillows, and cooking and eating utensils. Toilets, showers, and laundry facilities are located in the center of each 20-cabin commons. Each commons has playground equipment.

The Trading Post in our trailer is open at various times during the day. In addition to candy, ice cream, and soda, the post sells souvenir t-shirts and other memorabilia of Owasisippe. Campers may also visit the main trading post at the Ad Center complex or travel to nearby Whitehall for groceries and other supplies.

Now, the Owasisippe experience is available to all members of the family. Check our price list for cabin rental fees and call the Camping Department to check availability. Many programs are available at no cost. Others such as crafts, horseback-riding and sailing are available for a fee. Please consult the Reneker Supplement for more details.



Registration Information



Camperships

It is the intent of the Chicago Area Council that NO registered youth within the Council be deprived of a camp experience because of financial need. Any such youth registered in the Chicago Area Council, with the request of his parents or guardians and Unit Leader, is eligible. Generally, the maximum campership is not more than 50% of the camper's fee for one week.

Scouts seeking assistance are encouraged to submit a campership application to the Chicago Area Council. Applications are available from the Council Camping Department, 1218 West Adams, Chicago, IL 60607 or the Council Web site: www.chicagobsa.org. All applications should be completed and postmarked on or before the deadline of April 1st.



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Planning for Owasippe



Equipment Provided by Owasippe

Owasippe provides each Troop with enough two-man tents and cots to house its entire group. Additional tents may be provided for Leaders if available. Campsites are equipped with some picnic tables. Camp Wolverine provides ample tables for dining. Campers will be issued trash bags, toilet paper, hand soap and paper towels upon request. Each camp has a central garbage area, where Troops may dispose of garbage.

Troop and Patrol Gear List

All Troops are required to submit completed medical forms for all campers and completed youth protection forms for all adult Leaders. Medical forms must be SIGNED BY A DOCTOR AND PARENT OR LEGAL GUARDIAN, and Health history must be updated annually. Leaders are encouraged to make and keep copies of all required forms, especially medical forms

Unit Administration

- Unit checkbook
- Unit advancement records
- Unit medical log
- Unit merit badge pamphlets
- Campfire ideas and materials
- Song and stunt books

Campsite Equipment

- American and Unit flags
- Patrol flags
- Unit first-aid kit
- Footlocker and lock (for securing valuables)
- Alarm Clock
- Ax and bow saw
- Thumb tacks and plastic cover for bulletin board
- 1/4" rope for lashing and roping off ax yard
- Dining fly
- Tarps
- Unit sewing kit
- Propane lantern with extra mantels
- Hammer for driving stakes
- Broom and dustpan
- Clothesline
- Shovel
- Rake
- Water Bucket

Camp Kitchen Equipment

- Camp stove
- Cook kit and chef kit
- Dutch oven
- Serving Utensils
- Wash Basins (3)
- *Charcoal
- *Grate (for grilling steaks)
- Coolers (non-perishable foods only)
- Wooden matches
- Water Jugs & Cups



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Camper Gear List (one week)



Clothing

Summer Scout Uniform (labeled)

- Scout shirt
- Scout shorts or long Scout pants
- Scout socks
- Neckerchief
- Troop hat
- Belt
- Neckerchief slide

Sweater or sweat shirt

Jacket

6 pairs socks

6 pairs underwear

Swimming trunks

6 T-shirts

Jeans and shorts

Sneakers (gym shoes)

*Hiking boots and/or hard-soled shoes

Flip-flops or shower shoes

Poncho or raincoat

*Heel required for horseback riding

Camping Gear

Sleeping bag or two warm blankets

Gear bag or backpack

Vittle kit (knife, fork and spoon)

Drinking mug (plastic only, please)

Canteen (optional)

Compass (optional)

Flashlight (bring extra batteries)

Pillow



Personal

Fire'm Chit card & Totin'Chip card

Insect repellent (non-aerosol only)

Personal first-aid kit

Personal toiletry kit

• Soap

• Washcloth and 2 towels

• Toothbrush and toothpaste

• Tissue or handkerchief

• Comb or brush

• Laundry bag

Scout pocket knife (if you have earned Totin'Chip)

Watch (don't bring an expensive one)

Scout Handbook (a must)

Note pad (a must)

Pen or pencil (a must)

Spending money

Medical Form

Optional

Frisbee, baseball equipment

Fishing gear

Camera and film

Air mattress or foam pad

OA Sash

DO NOT BRING

VIDEO GAMES,
PORTABLE RADIOS, TOYS OR
APPLIANCES THAT WILL DRAIN
THE POWER SUPPLY.

DO NOT PACK

SNACKS IN YOUR GEAR BAG.
RACCOONS LOVE
MIDNIGHT SNACKS.

Planning Your Troop Program



While Owasippe offers many opportunities for fun and adventure, it is ultimately the responsibility of Troop Leaders and the Patrol Leaders' Council to establish a program and schedule at camp. Since summer camp is the most important event of the Scouting year, it is vitally important that Troops plan adequately in order to insure maximum fun and participation by campers. In addition, planning sessions are an excellent opportunity for a Senior Patrol Leader and other Troop officers to function and put into practice the "Patrol Method."

Before Camp

Determine what your Troop wants to get out of camp. Review your Scoutmaster's handbook, especially the section on "The Summer Camp Adventure." Also review the "Leader's Manual" as well as "Summer Program Helps" from Scouting Magazine. Share your camp plans with your Troop committee and enlist parental support.

On an individual basis, conduct a Scoutmaster's conference with each Scout concerning his camp and advancement objectives. Give each Scout an opportunity to express his ideas for both Patrol and Troop activities. For older Scouts, check out the Discover Owasippe section in this manual.

3 Levels of Program

Imagine activities for the Troop, the Patrol, and the individual.

Typical Troop-Centered Activities

Problem solving

Ceremonies

Work on Advancement

In-Site campfires

Camp Inspection preparation (Baden Powell Award)

Conservation or Service Projects

Discover Owasippe Programs

Games and Crafts

Trail hiking (trip to Eagle's Nest, Owasippe's Grave, Quaking Bogs)

Troop Swims

Trail Rides

Star Hikes



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3 Levels of Program cont.

Typical Patrol-Centered Activities

Patrol Hiking
Campcraft
Campsite cooking
Scoutcraft
First-aid
Rope-work
Fire-building
Compass games
Camp improvement projects

Typical Activities for Small Groups or Individuals

Hiking
Boating
Handicrafts
Exploration
Pioneering projects
Fishing
Shooting and Archery

Putting a Troop's Program Into Practice

After reviewing the camp specific program supplement and the program section of this book, draw up a list of what you wish to do, including outposts, canoe trips, overnights merit badges, and hikes. To help you with this please consult the preplanning sheets provided with this manual. The outpost form is for all the extra special programs and the general form is for basic equipment needs. These sheets are there not only to help you with your program planning but also to inform Owasppe of your program needs.

Each staff member recruited for Owasppe is dedicated to serving your Troop's needs and working with you to plan the best program possible. Their job is to work through you. These outstanding young people have been recruited from across our Council, and literally from across America. Work along with them to accomplish your aims. Your Troop's Commissioner is similar to a Unit Commissioner. He has a sound understanding of Scouting's basic principles and possesses most of the traditional Scout skills. His job is to help you get the maximum benefits from the programs at camp, to strengthen the Patrol Method, and to counsel with you about any special problems, housekeeping needs, or program ideas. Your Commissioner may be several years your junior, but you will find him to be a real asset to your Troop's operation.

Camp Roundtable meetings are scheduled on Sunday nights, and attendance is mandatory. Meetings will set the stage for the entire week, and your boys will be off to a bad start if you miss these important meetings a second Leader's meeting will be held Wednesday afternoon. This meeting will address any issues and prepare units for the second half of the week including check-out. important first meeting. Other meetings are held during the week. Make sure Leaders from your Unit attend so that you have up-to-the-minute information. Senior Patrol Leaders' meetings are also scheduled throughout the week for the purposes of planning the closing campfire and camp-wide event. Don't let your Troop be left out!



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Experience Teaches Us

The degree of planning and preparation a Unit goes through prior to camp will contribute greatly to their having a good time. A successful summer camp experience takes forethought and effort. While summer camp advancement is important, it isn't the only reason Scouts come to camp. Don't view summer camp as a "merit badge factory" where Scouts or Units compete to see how many merit badges they can earn. It is most effective if Scouts sign up for NO MORE THAN THREE merit badges per week.

Scouts come to camp as a group and enjoy the company of other Scouts. Unknowingly, they look forward to seeing their friends face the challenges of outdoor living. They will always remember that lucky shot at the range, the burned eggs, the wet boots, and one of their own dragging himself in dead tired after a mile swim. It is from these lessons, experienced as a Patrol or Unit, that boys build tall tales, funny stories, and the lasting memories that make camp special. Plan activities that your boys can do together such as canoe trips and overnight campouts.

We encourage first year campers to join the Adventure Patrol. This program includes opportunities for merit badges appropriate for first-year campers.

Leaders should make a point to visit all program areas. Personally view as many sessions as possible. Keep in mind that Leaders are responsible for the conduct of their Scouts in camp. This is most important when Scouts become disruptive in program areas. If you don't discipline your own boys, it puts an added burden on the staff to do so. Worse yet, another Leader, whose method or style may not be consistent with yours, may attempt to discipline your Scouts.

Flexible Programming

The camp program is laid out in an hourly basis for outpost programs as well as merit badges and special programs. Most programs, including merit badges and outposts are offered multiple times a day to accommodate different schedules. Each merit badge also has times set aside for make-ups and missed classes due to troop program or individual needs. The information provided in the program supplements for each camp as well as this manual will help you determine what to do and when and allow the individual Scout to do all the things that they want to at camp.

Each camp also provides a mid week progress report session for each merit badge. Leaders are encouraged to attend this to find out how there Scouts are doing and to help them encourage any Scouts who may need it.

Scouts also need time for unscheduled or informal activities. Don't be overly concerned when boys lose an afternoon to fishing or spend time talking with their friends at the camp's Trading Post. Still, it's good practice to check in with Scouts each evening to review the day's accomplishments and plan for the next day. Plan to attend the Merit Badge Progress Report Session that is held mid-week. You'll come away knowing which Scouts need some encouragement.



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Planning By Age



Planning a program at Owasippe is best imagined as planning many programs, one for each Scout attending camp. In helping Scouts to develop their personal programs, Leaders should consider three questions. First, do merit badges, outposts and other activities respond to the interests of Scouts and provide ample opportunities for fun? Second, will these programs challenge Scouts without becoming too difficult for them? And third, will these options leave open opportunities for future visits to summer camp?

To illustrate the importance of these questions, a Leader might look at the Handicraft program. While Scouts may schedule merit badges in any sequence, most eleven-year-old Scouts would be wise to begin with Leatherwork because this merit badge requires less fine motor coordination than Basketry. A second year camper could then participate in Basketry, leaving Woodcarving for his third year.

Participating in merit badges at an appropriate age increases the likelihood that the Scout will experience success. More importantly, taking a merit badge at the right age significantly enriches the experience for the boy. Lifesaving merit badge, for example, is a rigorous and physically challenging merit badge, perfect for most thirteen-year-old Scouts, who have the strength, stamina and maturity to learn the skill well and maximize their learning experience. While younger Scouts may take and complete this merit badge, the experience may be diminished for them.

A Leader who values attendance at summer camp will also see the advantages of a plan that spreads activities out over several summers. Rather than exhausting a highly valued area too quickly, such as Aquatics, leaving the Scout with little to do the next summer, the careful distribution of badges over several seasons encourages a Scout to return.

The following list provides a suggested outline of the minimum appropriate age of camp activities, including merit badges, outposts and other camp wide activities. This list represents suggestions based on the "average Scout." A Scout with prior knowledge of and experience with a subject, such as rifle shooting, could participate in a badge at an earlier age.

Another feature of the list is the way it combines merit badge experiences with outposts, creating opportunities for Scouts to enjoy fuller, more meaningful experiences. Participating in the Wrangler Outpost at the same time a Scout completes Horsemanship merit badge increases the value of both experiences. The list is meant to show the suggested minimum appropriate ages. Merit Badge Programs do not have an age requirement, but this guide will help you determine what is appropriate for your scouts. If a Scout does not take Mammal Study at age eleven, for example, he is not restricted from taking it at a later time.



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Recommended Minimum Age Guide



Camp Area	Age 11	Age 12	Age 13	Age 14+
General Camp	Adventure Patrol	Where Eagles Dare		
Aquatics	Swimming	Rowing	Lifesaving Canoeing Mile Swim	Small Boat Sailing BSA Lifeguard Channel Swim
Handicraft	Leatherwork	Basketry	Woodcarving Indian Lore	
Ecology	Mammal Study	Reptile Study Fishing	Environmental Sc. Nature Astronomy	Fish & Wildlife Management Soil & Water Conservation
Scoutcraft	Totin' Chip Fire'm Chit	Camping Cooking	Wilderness Sur. Hiking	Pioneering Orienteering
Shooting Sports	Open Rifle Open Archery	Open Shotgun	Archery MB Black Powder Rifle	Rifle MB Shotgun MB
Outposts	Trail Rides Tubing USS Silversides Space Exploration	White River Canoeing	C.O.P.E. Wrangler Outpost Horsemanship MB Photography Outpost & MB Voyageur Outpost	

Merit Badge Passports

The following website has some neat passports that supplement many camp merit badges. They keep all the paperwork, sketches, etc. in one place and provide lots of extra information on the subject: www.relia.net/~thedane/passports.html



Arriving at Owasippe

Check-in Times: Troops journeying to Owasippe by private vehicles should plan to arrive on or shortly after noon, when Ad Center check-in begins. Owasippe is on Eastern Daylight Time. Troops should plan to arrive between noon and 3 p.m. Owasippe is approximately 210 miles from Chicago, and the trip takes about 4.5 hours. For directions to Owasippe, see the map on the back cover of this manual.

Saturday Arrival: Troops should plan to arrive between 1:00 p.m. and 5:00 p.m. at their section camp with a separate Saturday Roster listing everyone who will be in camp. The Troop will then Check-in at the section camp office.

Unit Leaders are responsible for their Scouts as well as providing their Troop with meals until Sunday Dinner.

There is a \$45.00 early arrival fee.

Ad Center Check-In Procedures

To insure that your first day at Owasippe goes quickly and smoothly, please follow these simple procedures:

1. When you arrive at Owasippe, report to Station One in the Ad Center Snack Bar. DO NOT go directly to your section camp. At this station, you will submit completed Troop rosters (3 copies), evidence of BSA Youth Protection Training, and completed Michigan youth protection forms (for all adult Leaders). It is helpful to keep copies of all forms for your records.
2. Proceed to Station Two where you will register for High Adventure programs and outposts. See the "Sign Ups" subheading in the previous High Adventure section of this manual for more information.
3. Upon completion of these two steps, take your medical forms, the remaining 2 copies of your troop roster, and any other materials given to you at the Ad Center and proceed to your Section Camp.

Section Camp Check-In Procedures

1. When you arrive in your section camp, your Scoutmaster will be directed to the camp office while a guide leads your troop to its campsite. The Scoutmaster must submit or fill out necessary forms such as troop rosters, youth protection forms, and completed medical forms (for ALL campers, youth and adult, who will be attending camp). Scoutmasters must make sure that ALL adults who work with boys in camp are properly registered, including ANY adults coming over from Camp Reneker on a part-time basis. Medical forms must be signed by a doctor and a parent. In the event that a scout is leaving early, the Early Release form must be filled out with the name of the adult to whom the child is released.
2. Upon arrival at your site, all members of your troop (Adult and Youth) should stow (not unpack) their gear and dress for swim checks.
3. Scouts and Leaders should report for dining hall orientations, medical re-checks, swimming tests and camper identification bands. Additionally, ALL Leaders must participate in a brief youth protection training session.*
4. The troop should return to its site, continue unpacking and settling in, and prepare for the opening flag ceremony and dinner.

* Consult Camp Program Guide for further details.



Section Camp Check-In cont.

5. After dinner, ALL Leaders should attend the opening Roundtable meeting
6. During the afternoon or the Roundtable meeting, Scouts will participate in a camp orientation tour, which may include rifle range orientation, aquatic orientation, and any other pertinent information.
7. At Check-in, ALL Leaders must provide evidence of having completed the BSA youth protection training. At least fifty percent of these Leaders must be certified on Sunday. Other Leaders who have not completed the training must do so by noon on Monday. Youth Protection Training is offered Monday at 9:30 a.m. at the Ad Center.
8. An opening Campfire program is held in each camp on Sunday evening. All Troops are expected to attend in uniform.

Early Arrivals:

Saturday Arrival: Troops should plan to arrive between 1 p.m. and 5 p.m. at their section camp with a separate Saturday Roster listing everyone who will be in camp. The Troop will then Check-in at the section camp office.

Unit Leaders are responsible for their Scouts as well as providing their Troop with meals until Sunday Dinner. There will be only minimal staff support.



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Camp Policies



Affirmative Action

The Executive Board of the Chicago Area Council, Boy Scouts of America, in March 1972 adopted the Federal Affirmative Action Policies and Procedures for all of its operations. Included in the Policies and Procedures is the operation of its camping program which indicates that the rules for acceptance and participation in its programs are the same for all without regard to race, color or national origin.

Alcohol - Drugs - Smoking

- The consumption, possession and/or use of alcohol, illegal drugs, or controlled substances while participating in the Scouting program and/or on Scouting Property is not permitted.
- Violations of all local, state and federal laws will be reported.
- Violators will be asked to leave Owasippe property.
- Adult Leaders are asked to refrain from smoking when in proximity of Scouts.

Autos In Camp

- All drivers of vehicles on camp property must be 18 years of age or older, have no moving violations during the past two years, and possess a valid Driver's license.
- All campers and staff will wear safety belts when riding in a vehicle on camp property.
- All riders must remain seated and refrain from distracting the driver.
- All loading and unloading of campers and gear must be done OFF the roadway. Campers are to remain orderly and enter and leave the vehicle in single file.
- No One is allowed to ride in the back of ANY truck.
- Automobiles are not allowed to remain in campsites.

Boats In Camp

- Privately owned boats will NOT be permitted in any Section Camp.



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Buddy System

- The buddy system is in effect all over Owasippe.
- Scouts must travel with a buddy wherever they go.
- Leaders should devise a system of check-out/check-in so that they can account for Scouts at all times.
- Campers should hike on marked Owasippe trails.
- Hitchhiking or hiking along public roads is not allowed.

Camper Discipline (Michigan State Law- Rule 113)

- Discipline is the responsibility of the Unit Leader.
- Vandalism or injury to others will not be tolerated.
- Rule 113 of "Rules for Licensing Children's Camps in the State of Michigan" reads:
"A camper shall not be deprived of food or sleep, be placed alone without staff supervision, observation, and interaction, or be subjected to ridicule, threat, corporal punishment, excessive physical exercise, or excessive restraints, either by staff Leaders or by another camper."
- Hazing or initiation is strictly prohibited.

Child Abuse (Michigan State Law—Rule 115)

It is mandatory that any staff or volunteer report to his Director any actual or suspected case of child abuse or neglect immediately. The Camp Director shall immediately contact the Reservation Director, who, if after the investigation finds abuse or neglect, shall within 24 hours phone an oral report to the Department of Social Services and file a written report within 72 hours. This is the responsibility of all staff members and Leaders.

Reporting Procedures

For abuse taking place in Michigan, call Kenneth Phelps, 231-873-7012.

For abuse found in Michigan but taking place in Illinois, call the DCFS Hotline,
1-800-252-2873

The camp staff has received training in responding to the potential victims of any kind of child abuse. Once reported, the Reservation Director will confidentially discuss your suspicions with you and possibly talk to the Scout. If further action is necessary, the Reservation Director will notify the Council, which will determine further action.

Dietary Requests

A vegetarian menu is available upon written request to Owasippe. The request must arrive at Owasippe two weeks prior to the Troop's stay. Please include the Names of the Scouts and Leaders requesting vegetarian meals. Owasippe cannot accommodate other special dietary requests, though we make efforts to support a patrol cooking option. In situations where campers provide food, a reduced camper fee may apply.



Early Arrival

Saturday arrival on the Reservation is permitted between noon and 3 p.m., for a \$45 fee, at the Administration Center. Please notify Owasippe of the intent to arrive early. Scouts must remain in the campsite until Sunday check-in unless accompanied by an adult leader. Equipment shall not be removed from another campsite without the Camp Director's approval. The cost of any damages caused will be shared by all early arriving troops in that section camp.

Fire, Liquids & Propane Fuels

- Fire may be built only at designated areas and under proper supervision.
- Liquid or propane fuels should be used only under adult supervision.
- Replacement propane cylinders and cans of liquid fuel **MUST** be stored under lock and key at your Section Camp Lodge.
Under NO circumstances are they to be stored in your campsite.
- Empty cylinders **MUST** be given to the Camp Office for disposal.
- National policy prohibits the use of open flames in tents, which includes mosquito coils, catalytic heaters, gas lanterns, stoves, candles and smoking materials.
- All tents (Camp owned or Private) must be stenciled with or display a sign proclaiming "NO FLAMES IN TENTS"

Food Service

- Seventeen (17) meals will be served to campers during the camp week period.
- Thirty-seven (37) meals will be served to campers during a two-week period. For two-week Units, a brunch will be served on Sunday at 10:30 a.m. in lieu of breakfast and lunch.
- Meals are served family style in the dining hall. Hot pack meals are served in the Unit Campsites.
- An adult Leader **MUST** sit at each table in the dining hall camps.
- Other foods may be provided for campers in the health lodge in lieu of, or supplemental to, regular meal service without additional compensation.
- Menus are posted in the section camp office.
- Grace is encouraged at each meal.

Guest Meals

- Guest meals should be paid for 24 hours in advance at the section camp where the meal is to be eaten. A fee for guest meals is posted in section camps.



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Medical Policies & Records

Camper Observation (State of Michigan Law—Rule 119): Each staff member and volunteer Leader must be alert at all times to each camper's physical state. Any observed change should be reported to the Director for appropriate action.

Check-in Procedures: Medical rechecks will take place at your Section Camp when you arrive. You will be asked for the pink copy of the roster form. Please have your troop's completed medical forms on-hand and ready for inspection. Troops are STRONGLY ENCOURAGED to compile an alphabetized list of leaders and campers with special conditions such as allergies, medical conditions, or who are taking prescription medication and present this list to the medical re-check officer. This will greatly speed up the medical re-check process. Once re-checks have been completed, you will receive buddy tags for the aquatic activities and proceed to swim checks.

Records: Medical forms are kept on file at the Health Lodge for emergency use. Troops are permitted (and encouraged) to submit photocopies of camper health forms.

Physical Examinations: BSA and State of Michigan regulations require all campers to have approved physical forms and medical re-checks completed prior to participation in strenuous physical activity or before spending a night at camp. CAMPERS 39 AND UNDER are required to have a current (within the last three years) physical examination and Health History on file, signed by a physician. ALL ADULT LEADERS, 40 YEARS OF AGE OR OLDER, are required to have an annual physical examination and health history on file, signed by a physician. RENEKER CAMPERS must have a Health History on file that has been completed within the last year and a Class 2 or 3 form to participate in the outpost programs. Individuals who need a physical exam arranged at Owasippe will be charged.

Standing Orders: Owasippe's standing medical orders and emergency procedures are approved by the Camp Physician and are available for inspection at the Health Lodge.

Storage and Administration of Medicine: All prescribed camper medicine must be turned in to the Unit Leader. Medications must be in the original container with dosage and frequency clearly marked. The Unit Leader will be responsible to administer and keep medication under locked storage. Unit Leaders should maintain a medication log.

Transportation Services: Troop leaders are responsible for transporting their scouts for medical treatment. If emergency transportation is indicated, Owasippe has agreements with White Lake Ambulance Service and Hackley Hospital in Muskegon. Hackley Hospital's emergency room is available on a 24-hour basis.



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Parent Notification

It is camp policy to notify a camper's parents under the following circumstances:

- Transport to any medical facility for evaluation or treatment, whether by Ambulance transport or private vehicle
- Refusal of referral to any medical facility for evaluation or treatment
- Overnight stay in the health lodge
- Prolonged Illness or Condition requiring severe limitation of activities or restriction to camp site
- When indicated by parental instructions provided in writing on or attached to the personal health & medical history form
- Discretion of Owasippe Administration

Parking In Your Site

- National BSA Camp Standards explicitly prohibit the parking of cars in campsites.
- Violators will be towed at the Owner's expense
- Leaders with valid medical reasons for parking near their sites must report their need and condition to the Camp Director for approval and will be issued a pass.

Rifles, Ammo, Fireworks, Bows & Arrows

- No firearms, ammunition, fireworks or bow and arrow of any kind may be kept in the possession of any camper or Unit Leader.
- Camp insurance does not allow the use of personal weapons (including paintball guns) or ammunition on Council property. There are no exceptions to this rule.

Totin' Chip

- The Totin' Chip is a license for Scouts to tote an ax and knife. All Scouts must have a Totin' Chip card before they may carry an ax or knife at Owasippe.
- The Totin' Chip and the right to tote may be taken away if the Woodsman's Code is violated.



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Two-Deep Leadership

- Two Leaders are required with each Troop at Owasippe.
- Troops with more than 20 boys will need one additional Leader for each multiple of 10 boys after 20.
- The camp Scoutmaster must be at least 21 years of age.
- The second Leader can be 18 years of age.
- All people 18 years of age and older are considered adults in camp.
- All Leaders must be registered members of the Boy Scouts of America and must submit a State of Michigan youth protection form before being approved for camping at Owasippe.
- Leaders and Scouts may not stay in the same tent unless it is a parent/son situation.
- Leaders are responsible for the supervision of their Troop at all times.

Visitors

- Visitors must check-in at the Administration Center. They should indicate who are visiting and how long they plan to stay.

A list of commercial accommodations and public campsites near Owasippe can be found by contacting the White Lake Area Chamber of Commerce at 1-231-893-4585.

Youth Protection Training

It is the policy of the Chicago Area Council that all adults who serve in any capacity with the Unit while at camp will be trained in the Youth Protection policies and procedures of the BSA. All Leaders, eighteen years of age and older, must show a signed training card or a signed copy of a BSA training report. Leaders are strongly encouraged to complete such training in their Councils, but the training is offered at the Ad Center Snack Bar at 9:30 a.m. on Monday mornings.



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Emergency Procedures



All campers must be completely familiar with Owasippe Emergency Procedures.

- Copies of the Emergency Procedures are posted in each camp office, program area, and campsite bulletin board.
- In the event that the section camp alarm (bell or horn) is sounded, ALL CAMPERS (adults and youth) must immediately report to the designated camp area. Your check in guide will identify the alarm in your section camp.
- An emergency drill will be conducted within 24 hours of each Troop's arrival at Owasippe. The alarm will sound and all campers will report to the designated area as if there were an actual emergency.

Accident or Illness

- Administer first aid within your capabilities
- Notify the section camp office before going to the Health Lodge. Let the staff know why you are going, and have them call the Health Lodge and notify them that you are coming in.
- If accident or illness is severe, send runners to notify the camp office. Do not move the victim. Give the location and nature of the problem to the staff, and they will call for Health & Safety personnel to respond to you.
- In the event that a camper must be transported to a medical facility, an adult leader MUST accompany the camper to the hospital.

Evacuation

- Section camp alarm is sounded. All persons should report to the designated area immediately.
- Staff will be assigned to assist and direct campers to safety.
- If there is time, leaders should bring any prescription medications that may be stored in their site with them when evacuating.



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Fire in Camp

- If you discover a wild fire or structure fire, report it to the camp office or nearest staff member immediately. DO NOT attempt to fight the fire!
- Section camp alarm will be sounded. All persons should report to the designated area immediately. In the event that the designated area cannot be reached without crossing the fire zone, go to the nearest program area and locate a staff member to assist you.
- Once at the designated area, adult leaders should account for all Troop members and report any missing campers to the Camp Director.
- Adult leaders should stand ready to assist staff in dropping tents and removing any fuel cylinders from their camp sites, if requested to do so.

Earthquake

- Earthquakes are extremely rare at Owasippe Scout Reservation. However, no location is completely safe from earthquakes.
- If you are caught in a building, exit the building and get in a wide-open space away from structures and other objects that could collapse. If you cannot quickly exit the building, brace yourself in a doorway. Avoid large spans such as dining halls.
- Section camp alarm will be sounded at conclusion of the quake. All campers should report to the designated area for a head count.
- Stay out of all buildings or structures until told they are safe.

Lost Person

- If you must report a lost person, notify the section camp office or nearest staff member immediately. Be prepared to give pertinent information such as name, site, troop, last known location, and any possible destination.
- A preliminary search will be conducted by staff members.
- If the preliminary search does not locate the subject, the section camp alarm will be sounded. All campers should report to the designated area for a head count.
- If the missing person does not report for head count, a full search will be implemented.

Lost Swimmer

- If you must report a lost swimmer, notify the Aquatic Area Director immediately. Give the missing swimmer's name, unit, and site number, if known.
- Aquatic and Reservation Staff will begin search procedures.
- Section camp alarm will be sounded. All campers should report to the designated area for a head count.

Power Outages

- In the event that power is off, causing the pay telephone or inter-camp telephones to be inoperable, the Camp Director will assign two drivers to be on standby, to transport any sick Scout in a safe manner to the Health Lodge or to transport any messages if the need arises.
- The Camp Director will assign one driver to report the power outage to the Ad Center.
- Ad Center will send a messenger to all camps with emergency information.
- Back-up power sources will be initiated and an emergency telephone will be used.



Severe Weather

- All aquatic areas will close when thunder or lightning occurs, no matter how distant.
- Troops should store all loose items and tighten tie-downs for possible high winds.
- Move away from streams (flooding) and lone trees (lightning hazard).
- As severe weather approaches, the section camp alarm may be sounded. If this occurs, report to the designated area immediately. Troops may be instructed to move to places of safety by staff members.
- If a warning is issued, outdoor emergency sirens will be activated. Take immediate shelter. Move into the interior portion of a solid structure if possible. If caught out in the open, lay down flat and cover your head.



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Camp Services



E. Urner Goodman Scout Museum

Owasippe offers one of the most unique experiences for Scouts and visitors in America. A converted Early American Township Hall with a one-room schoolhouse holds a truly remarkable collection of Scouting history and memorabilia from Owasippe's over 90 years of operation. Please stop by and view the history of Scouting at the E. Urner Goodman Scout Museum, located at the Administration Center complex. Units camping at Owasippe are encouraged to leave a piece of their history by donating a Unit photograph with a roster of campers to our yearly photo album. E. Urner Goodman, the founder of the Order of the Arrow nationally, was the Chicago Council Scout Executive and Owasippe Reservation Director in the 1920's.

Owasippe Trading Posts

A Trading Post is located in each camp. The Main Trading Post is located at the Administration Center Complex. All Trading Posts will offer a wide range of goods this summer including shirts, patches, stationary, post cards, stamps, Merit Badge books, and lots of goodies in the refreshment area. Times of operation will be posted on each building and in the lodges, and all Trading Posts will be open Monday through Friday. The Main Trading Posts will be open on Saturdays and Sundays also.

Religious Services

Religious services are offered each week for campers within the camps. The schedule of these services is posted in each camp. Interfaith vesper services are offered during the week within each camp and in your campsite upon request. Chaplains are also available to work with Scouts on the Religious Award Program and the Owasippe Chapel's Program. In addition, our chaplains are always available for counseling and guidance.

Health Lodge

The Owasippe Health Lodge, located behind (just southwest of) the Administration Center, is staffed with personnel who meet BSA and State of Michigan qualifications. A doctor is on-call at all times to handle emergencies. If advanced emergency services are required, campers will be taken to a local hospital. Emergency room service is available on a 24-hour basis.

All registered Chicago Area Council Scouts and Scouters are covered by accident insurance. This is a secondary insurance based on the injured person's personal insurance. Non-Chicago Area Council Scouts and Scouters ARE NOT covered by this policy. For more information, contact the Chicago Area Council, 312-421-8800.



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Owasippe Trail System

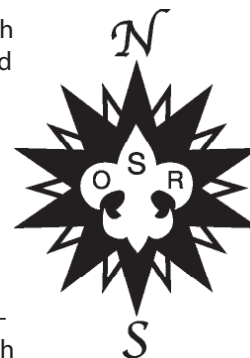


The time-tested trails of Owasippe remain its oldest program resource, dating back to the camp's origin in 1911. In fact, many of these routes predate Owasippe as Indian passages, pioneer trails, or lumberjack roads. These trails traverse the Reservation for miles, cutting through some of the most scenic and historic locations of Muskegon County and the Manistee National Forest.

Trails exist for the novice and veteran hiker alike. Some sections are quite effortless while others are rugged and challenging. On the trails, Scouts may fulfill merit badge and advancement requirements or just enjoy a change of pace from the regular camp routine.

The trails are marked with visible, colored fleur-de-lis embossed with the word "Owasippe." A trail brochure and maps of Owasippe are available from your Commissioner. Listed in the brochure are suggested hikes, including times and distances to various points of interest.

Scouts and Leaders who hike every trail at Owasippe may wear the attractive I hiked 'em all patch (available in the Trading Post). Large OSR maps are available for purchase at any of the Trading Posts. An Owasippe patch for hiking each individual trail is also available for purchase.



The Boundary Trail has a greater level of difficulty and is suited to older Scouts and experienced hikers. Its terrain is more rugged and forested and consists of numerous streams and bogs. Its inspiring scenery and natural wonder complement the challenge of this wilderness route. The trail is the outer loop of the Reservation trail system and takes hikers through the marl beds, one of the wonders of Owasippe.

The Lake Wolverine Trail follows the edge of Lake Wolverine, a man-made reservoir created in the late '40's as part of the Wolverine Hunt Club. Aside from the camps circling the lake, the area is devoid of human habitation, but it is home to many wild animals and interesting vegetation. Many scenes are breathtaking, so camera buffs should keep busy. Lake Wolverine is visited often by the American bald Eagle, the Great Blue Heron, swans, and Canadian geese. Tracks of white tail deer are common, and, occasionally, you'll be startled by the take-off of a quail or grouse. Beavers and muskrats are plentiful at the southern end of the lake. This trail takes hikers to most of the outposts of Owasippe.

The Chief's Trail begins at Camp Blackhawk and traverses west past Pickerel Pond, through Paradise Valley and on to Owasippe's Grave. The trail then goes south past Pierre's Bayou to the Administration Center, past the Tar Pits and ends at the intersection of the Orange Trail.

The White Trails are interconnecting trails or trails that lead to points of interest.



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Program Opportunities



Aquatics - Lifeguard BSA

The Boy Scouts of America has recently implemented a major change in the BSA Lifeguard program and the definition of "qualified supervision" for various BSA aquatics activities

For many years BSA Lifeguard has served two purposes - skill training for adult leaders supervising unit activities and training for summer camp aquatics staff.

During that time the aquatics program has become more complex and the expected standard of care has been more clearly defined by government agencies. One program can no longer serve two purposes.

Closely aligned with American Red Cross Lifeguarding, the new focus of BSA Lifeguard is that of professional lifeguarding - mainly for summer camp Aquatics Staff.

Two new programs have been designed to provide skill training for "qualified supervision" of BSA unit aquatics activities. They are Aquatics Supervision: Swimming and Water Rescue and Aquatics Supervision: Paddle Craft Safety.

Both programs build on the policy and procedure training provided in Safe Swim Defense and Safe Afloat.

These courses are highly recommended for unit leadership, both adults and older youth, whenever a unit swims at a location without professional lifeguards or undertakes a boating expedition without a trained guide.

Both of these programs will be offered at Owasippe in the section camp aquatics areas. It is important to note that the minimum age for both programs is 16 years old.

Individuals who have previously completed Lifeguard BSA can continue to use that certification until it would normally expire



Program Opportunities





Aquatics (cont.)

All Scouts, Leaders and family campers who use aquatic facilities (including boats and canoes) must take the BSA Swimmer's test. Usage is based on classification.

Learner	<ul style="list-style-type: none"> Anyone who does not qualify for any other rating
Beginner	<ul style="list-style-type: none"> Swim 50 ft. (must jump feet first in water that is over head)
Swimmer	<ul style="list-style-type: none"> Swim 100 yards (75 yards using side, breast or crawl stroke, and 25 yards using elementary back stroke) (must jump feet first in water that is over head) Float on back
Rowboats	<ul style="list-style-type: none"> Must be a swimmer Beginners may participate if accompanied by a Swimmer.
Canoes and Sailboats	<ul style="list-style-type: none"> Swimmers only.






A medical form must be on file in the camp health lodge in order to participate in water sports! All persons are required to wear personal flotation devices at all times when in any watercraft. No exceptions!

Due to safety standards and lifeguard requirements, the Aquatics Area will not operate on a Flexible Programming concept. Times will be posted for the following offerings:

Program	Comments	Requirements
BSA Aquatics Supervision: Swimming and Water Rescue	New BSA Program designed for unit leaders and older Scouts to meet the qualified supervision requirements for BSA Swimming Activities.	16 years of age or older. Complete the BSA Swimmers test. Recover a ten-pound weight from 8 feet of water.
BSA Aquatics Supervision: Paddle Craft Safety	New BSA Program designed for unit leaders and older Scouts to meet the qualified supervision requirements for BSA watercraft activities.	16 years of age or older. Complete the BSA Swimmers test.
Canoeing 	Fun merit badge	<ul style="list-style-type: none"> Scouts must be swimmers Scouts must demonstrate CPR on an approved training device
Lake Wolverine Channel Swim 	Available to all Owasippe campers. May be completed at Camp Wolverine. Make arrangements with your section camp Aquatics Director or Commissioner.	<ul style="list-style-type: none"> A challenging 2 1/2-mile course. Scouts need to be excellent swimmers and in good physical shape. Boys traveling to other camps need buddy tags.







Aquatics cont.





<p>Life Saving</p> 	<p>Optional Eagle-required badge.</p>	<ul style="list-style-type: none"> Scout must first have completed Second Class reqts. 7a-7c and First Class reqts. 9a-9c. Scouts must demonstrate CPR on an approved training device.
<p>Mile Swim</p> 	<p>Offered at all section camps</p>	<ul style="list-style-type: none"> Schedule with Aquatics Director
<p>Rowing</p> 	<p>Good merit badge for all swimmers</p>	<ul style="list-style-type: none"> Must successfully complete the BSA swimmer test. Scouts must demonstrate CPR on an approved training device.
<p>Safety Swim Defense Safety Afloat</p>	<p>A must for all Scouts and Leaders</p>	<ul style="list-style-type: none"> Check with Aquatics Director to schedule instruction.
<p>Small Boat Sailing</p> 	<p>Located at Camp Blackhawk Register Sunday because badge fills up fast.</p> <p>Bring Buddy Tags</p> <p>Operates on a time schedule so be prompt</p>	<ul style="list-style-type: none"> Scouts must successfully complete BSA swimmer's test. A rental charge is required.
<p>Swimming</p> 	<p>Optional Eagle-required merit</p>	<ul style="list-style-type: none"> Req. 4 requires long pants & button down long-sleeve shirt for a 50-yard inflation swim. Scouts must demonstrate CPR on an approved training device.

Ecology - Conservation - Nature

One purpose of Ecology-Conservation is to help boys understand the importance and wise use of natural resources. Another is to rebuild America's resources by actual work on the land, in the forests, and along the waterways. A third is to carry out such activities as erosion control, wildlife habitat improvement, and forest fire detection and prevention. In outdoor camp activities, Scouts have a unique opportunity to achieve these objectives.

Program	Comments	Requirements
Astronomy 	Excellent badge (weather permitting)	<ul style="list-style-type: none"> Requirement 6 requires 4 weeks of observation.
Environmental Science 	Eagle-required badge	<ul style="list-style-type: none"> Requirement 3 calls for optional projects and/or reports
Fishing 	Some equipment is available for Scouts at Fishing Outpost.	<ul style="list-style-type: none"> Easy badge Live bait can be purchased at Outpost
Fish and Wildlife Management 	One of the harder merit badges, but interesting and informative	<ul style="list-style-type: none"> Requirement 5 lists 4 options. Option 5a and 5b cannot be done at camp. Requirement 7 lists 4 options. Option 7d requires 60 days observation & an aquarium. Requirement 8 should be done at home.
Mammal Study 	Ideal merit badge for first year Scouts	<ul style="list-style-type: none"> Req. 3 can require from 6 to 15 hours of observation time or a detailed written report. Req. 5 calls for completing a service project influencing mammal population numbers in a given area.
Nature 	Best general Eco/Con Materials or kit may be required to complete this badge.	<ul style="list-style-type: none"> Can require building of birdhouse or feeding station or birdbath. Req. 4 calls for carrying out projects in 5 of 8 subjects. Req. 4a2 requires 1 month of observation




Ecology - Conservation - Nature cont.

Reptile and Amphibian Study 		<ul style="list-style-type: none"> Requirement 8 must be done prior to coming to camp and involves raising and caring for reptiles or amphibians for one month or observing weekly for 3 months
Soil & Water Conservation 	Advanced-level merit badge very difficult to complete at camp	<ul style="list-style-type: none"> Review all requirements before coming to camp

Shooting Sports

On our rifle and archery ranges, Scouts are introduced to a variety of shooting activities in both open and merit badge programs. Scouts may participate in archery, rifle, shotgun, and black powder shooting. The Shooting Sports area operates under the flexible programming concept. A schedule of open shooting times and hours of merit badge instruction is posted.






Scouts must go through a Range Orientation with the Shooting Sports staff before participating in range activities. Check at the Lodge or with the Range Officer for the schedule of Open Shoots, Robin Hood Shoots, and other range activities.

Program	Comments	Requirements
Archery 	Prior archery experience is recommended, but not required.	<ul style="list-style-type: none"> Very satisfying, but requires a great deal of practice.
Rifle Shooting 	Prior rifle experience is recommended, but not required. No cost for 22-cal. rim fire ammo.	<ul style="list-style-type: none"> At 50 feet, must place 15 out of 15 shots in the size of a quarter.
Shotgun Shooting 	Scouts should plan on shooting 50 to 75 rounds. A moderate per-round fee is charged Offered at Outpost	<ul style="list-style-type: none"> Requirements call for hitting 24 out of 50 clays. Reqt 1f Complete ILL. Hunter Education Course or obtain ILL. Hunting laws.

Handicraft

Craft Village merit badges are ideally suited for 1st and 2nd year campers. Not only will Scouts develop self-confidence by learning new skills, they will also have the pleasure of bringing crafts home to show their family and friends.


Leatherwork is not only the most popular merit badge offered at Owaspippe, it is also one of the most rewarding. Scouts have the opportunity to make a number of truly useful articles. The better craft kits do cost a little more. Key chain kits are less expensive than billfolds. Checkbook kits are less expensive than belt kits. Items with larger surfaces offer greater creativity for personalization with designs, name, and patrol emblem.

Program	Comments	Requirements
Basketry 	Appropriate badge for 2nd year campers. Materials can be located and collected in wild or purchased in kit form.	<ul style="list-style-type: none"> All requirements can be done at camp. May require purchase of two basket kits.
Indian Lore 	Fascinating badge. Highly recommended for campers with 2 or more years at summer camp or Scouts interested in becoming members of the Order of the Arrow.	<ul style="list-style-type: none"> Can be completed, but requires 2 of the following: <ol style="list-style-type: none"> Making an article of Indian clothing Making a model of authentic Indian dwelling. Making 3 Indian articles. Visiting a museum displaying Indian artifacts.
Leatherwork 	Number ONE most popular merit badge. Appropriate for 1st year campers.	<ul style="list-style-type: none"> Cost for materials can range from \$3.00 up.
Wood Carving 	Scout knife or carving knife required.	<ul style="list-style-type: none"> Scouts must have Totin' Chip to sign up for this badge. Material cost starts at \$2.00.
Art 	New this year	<ul style="list-style-type: none"> \$7 fee for supplies

Horsemanship





The Diamond "O" Ranch (Horse Corral) introduces Scouts to the equestrian sport of horseback riding. Our experienced staff does a wonderful job of teaching basic riding skills and developing the primary skills of trust and rider/mount relationship.

The entrance to the road is located one half mile west of the Administration Center on Silver Creek Road. Scouts may hike DIRECTLY to the ranch on a white trail located near the Health Lodge.




Program	Comments	Requirements
Horsemanship 	Not suitable for most Scouts under 13 years of age. This badge fills up quickly. Register on Sunday at earliest convenience.	<ul style="list-style-type: none"> • Fee required • Long pants required. • Hard-soled shoes recommended • Signed parental waiver required.

Scoutcraft

One of our most popular areas, Scoutcraft offers instruction on basic scout skills. In addition to other offerings, Scoutcraft also offers a schedule of overnight camping and wilderness survival skills.

Merit Badge	Comments	Requirements
Camping 	Eagle-required badge. One of the top 5 most popular badges earned at camp. Good for all Scouts. Food preparation requirements can be used towards earning cooking merit badge.	<ul style="list-style-type: none"> • All requirements with the exception of 9a can be done at camp. • 9a requires 14 nights of camping in addition to nights spent at summer camp. • Paperwork requirements should be done prior to camp.
Cooking 	A basic must-earn merit	<ul style="list-style-type: none"> • 9 meals must be prepared; difficult to complete at camp.
Hiking 	Basic Scout skill.	<ul style="list-style-type: none"> • Badge requires 70 miles of hiking, which makes it difficult to complete in one week of camp.
Orienteering 	Advanced-level Merit Badge	<ul style="list-style-type: none"> • Requires taking part in three orienteering events of which one must be defined, setup, and officiated by the Scout.

Scoutcraft cont.

Pioneering 	Basic Scouting skills merit badge. Consider practicing knots, splices and lashings prior to coming to camp.	<ul style="list-style-type: none"> Requires participating in a Pioneering Project
Wilderness Survival 	Good badge for experienced Scouts.	<ul style="list-style-type: none"> Scouts are required to build a shelter of natural materials and spend a night sleeping in it.
Space Exploration 	Good first year merit badge. Offered at Outpost	<ul style="list-style-type: none"> Review all requirements before camp.

Other Activities	Comments	Requirements
Firem'n Chit Instruction	A must for beginning Scouts. Included in Adventure Patrol	<ul style="list-style-type: none"> Available by request with the Scoutcraft Director.
Totin' Chip Instruction	A must for beginning Scouts. Included in Adventure Patrol.	<ul style="list-style-type: none"> Available by request with Scoutcraft Director.

Merit Badge Requirements to be Completed at Home

Chicago Area Council policy allows the Owasippe staff to recognize only merit badge requirements done prior to camp if they meet the following criteria:

- A blue merit badge card or partial slip indicating the requirements that have been successfully completed is presented with all required signatures.
- Signatures must be from a Council-approved merit badge counselor and Scoutmaster.
- A statement from a Unit Leader is presented, testifying that the requirement was satisfied (Only for those badges that fall under activities normally associated with Unit activities: hiking, camping, cooking, etc.).

Acceptance of merit badge requirements NOT completed at camp is at the discretion of Area Directors and the Camp Director. In the event that requirements are not accepted, Leaders may petition the Council Advancement Committee.



Age Group Programs



Adventure Patrol

The Adventure Patrol Program is offered in each of the section camps. It is a morning program with daily swim. It is designed to teach basic Scouting skills to newly enrolled Scouts and first-year campers. Led by specially selected staff members, the Patrol meets daily, Monday through Thursday, and includes activities such as hikes and aquatics. Bring newly registered boys to camp and take them back as trained Scouts!

The program begins with a Monday-morning orientation, and Scouts quickly move into action. During the week, the members of the Adventure Patrol work on outdoor requirements for the first two ranks, as well as the requirements for Totin' Chip and Fire'm Chit. They also visit all of the Owasippe Program areas and experience the Owasippe Trail System. Opportunities for a Handicraft Merit Badge, Mammal Study Merit Badge and Aquatics Merit Badge are included in this program. Please review the Camp Program Supplements for details and schedules.

Sign-up for the Adventure Patrol is done as a part of the Pre-Camp Planning Sheet and is finalized at the required Sunday Night Leaders' Roundtable. Please be sure to bring a list of all participants. New Unit Leaders may want to follow boys through the program.

NOTE: The Adventure Patrol staff does not "sign off" or approve requirements for Totin' Chip, Fire'm'n Chit, or rank advancement. They offer instruction and opportunities for practice. It is the Unit Leader's responsibility to verify that Scouts have met requirements.



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Owasippe offers many special programs that contain opportunities for individual Scouts, as well as entire Units, to distinguish themselves for their achievements and to receive recognition.

Camp Patches, Segments & Border Stripes

Every Scout attending Owasippe looks forward to the day when he can proudly sew an Owasippe patch with border strips on his right-hand shirt pocket. You can tell an Owasippe "old timer" by the number of segments surrounding his camp patch. Year segments are awarded at the Closing Campfire. Only one year-segment will be awarded to each camper during a season. Owasippe patches, camp segments and additional year segments are available for purchase at the Trading Post. Border strips are also available for most Owasippe activities. They may be worn around the edge of the Camp Patch. Border strips are available for purchase at the Camp Trading Post.

Baden Powell Award

This award, named in honor of Scouting's founder, has been designed to encourage Scouts to participate in the Patrol method and have a quality camp experience during their stay at Owasippe. Baden Powell flags are awarded at the Closing Campfire. One flag is awarded to each Troop qualifying for the award. The key points of the program are as follows:

- Troops are competing against a standard, not against each other. It is the hope of the camp that all Troops, regardless of size or age, will strive for this honor.
- The Troop's experience should strengthen its own Leadership. The Commissioner will work with the SPL to insure fair inspection and adherence to the Baden Powell guidelines.
- The inspection score will be the basis on which the qualification is determined. The SPL, through the coaching process, should gain the knowledge to bring back and perpetuate good camping habits in the Troop.



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Baden Powell Award cont.

The Troops must receive a minimum of 40 points for the week in order to qualify for the award. Items marked with an asterisk (*) MUST meet the standard each day in order to qualify. Items will be evaluated on a "0" or "1" basis. "0" does not meet the standard, "1" meets the standard. Quality standards include the following:

Patrol Method	Evidence of Patrol Method (Patrol Flag, rosters, work schedule, etc.)
Camp Service	Each Scout performs one hour of service during the week
*Hazard	No hazards to health or safety evident
Dining Table	Proper table manners, behavior, cleanliness, and clean-up
*Kitchen Area	Clean, sanitary-no open or exposed food. Perishables properly stored
*Fire Guard	Roster posted, adequate fire protection, no unattended fires
Tents	Tight when dry, slack when wet, nothing attached
Floors/Beds	Neat, evidence of airing of bags, floors swept
Personal Gear	Clothing and gear neatly stored
Grounds and Trails	No litter, clean, not raked
Damage	Evidence of proper care of equipment



Owasippe Chapels Program

Scouts who complete the following requirements have earned the right to wear the Owasippe Chapels patch (available in the Trading Post):

- Meet and visit with an Owasippe Chaplain.
- Learn the name of the Religious Emblem for your religion and age.
- Attend a camp-wide religious service, evening vespers, or weekend service.
- Lead your troop in a prayer, grace before a meal, morning praise, or evening prayer.
- Visit an Owasippe Chapel and pick up trash in the area. For Blackhawk Scouts, see the Chaplain for an alternate site.

ORDER OF THE ARROW AT CAMP

During each week Owasispe Lodge will conduct Call-Out ceremonies, Ordeal Inductions and Brotherhood ceremonies. NOTE: Call-outs will be conducted during the opening campfire.

Scouts attending weeks 1 – 6, who have been called out for the Order of the Arrow, will have the option to complete their Ordeal beginning on Thursday evening.

CALL-OUT CEREMONIES

Call-out ceremonies will be conducted each week during the Opening Camp Fire on Sunday evening. Only those candidates whose name appears on the official Owasispe Lodge candidate list or on the official unit's copy of the Unit's Election Report will be called out. No exceptions to this rule can be made. Units should verify election results prior to camp and notify the OA Section Camp Coordinator on Sunday's leader meeting of the Scouts to be called out from your unit. All Order of the Arrow elections must be conducted at least two weeks prior to coming to camp.

Candidates from out of council troops attending camp will not be called out unless prior written permission, including the unit number and names of the candidates, is obtained from their home council or lodge. Please bring a copy of this letter with you to camp and turn it in at the Sunday leader's meeting. The Ordeal Induction must be done through your local lodge.

ORDEAL INDUCTIONS

Ordeal Inductions will take place each week beginning on Thursday evening, continuing through the day on Friday, and completing by early evening. At the Wednesday afternoon leaders' meeting, unit leaders are responsible for notifying the OA Section Camp Coordinator with a list of the Scouts who will complete their Ordeal at camp. They will also have to turn in the registration form at that time.

Each candidate should bring a ground cloth or tarp, sleeping bag, work clothes, poncho or rain gear, complete Scout uniform, toiletries and any necessary medications. Candidates will NOT be able to return to their camp site before the Ordeal and Ceremonies are completed.

Induction fees must be paid prior to induction to the lodge. Register at your section camp by the Wednesday afternoon leaders' meeting prior to the induction or mail pre-registration to the council office at least two weeks before coming to camp.

ORDEAL INDUCTION SCHEDULE

Thursday	8:30 PM Candidates Meet at Handicraft Lodge in Camp Wolverine.
	9:00 PM Pre-Ordeal Ceremony – OA Fire Bowl
Friday	5:00 PM Ordeal Ceremony – OA Fire Bowl
	6:00 PM Ordeal Banquet
	7:30 PM Return to Camp Site

BROTHERHOOD INDUCTIONS

Brotherhood Induction Ceremonies will take place each week on Wednesday evening. All registered Ordeal members who have completed 10 months of service to their unit and meet the five challenges of Brotherhood membership will have the opportunity enter the circle of the brotherhood. Candidates should obtain certification of preparation and notify the OA Section Camp Coordinator at the OA Ice Cream Social. Contact the OA Section Camp Coordinator for registration forms and requirements.

BROTHERHOOD INDUCTION SCHEDULE

Wednesday	9:00 PM Candidates Meet at Snack Bar.
	10:00 PM Brotherhood Ceremony – OA Fire Bowl

FOR MEMBERS OF ORDER OF THE ARROW

All members of the Order of the Arrow attending camp are encouraged to assist in the following areas:

1. Attend Thursday's Pre-Ordeal ceremony and Friday's Ordeal ceremony
2. Serve as an Elangomats for the candidates
3. Assist in Bowl preparation and fire building during the week
4. Serve as a member of a ceremonial team.

Please volunteer and encourage other OA members to help make the OA programs t camp a success.

ORDER OF THE ARROW FEES

Ordeal Induction Fee - \$15.00

(Includes lodge flap, sash, OA handbook and 6 month dues for new members)

Brotherhood Fee - \$12.00

(Includes Brotherhood sash)

OA Annual Dues - \$13.00

(Provides membership for the balance of the year for any lodge member)



Camp Service Projects



An Hour of Service

PROJECTS FOR SCOUTS

Owasippe has identified numerous projects that may be completed in an hour by Scouts in fulfillment of a Baden Powell Award requirement. Several different camp service projects are available to your Unit. Check with your Commissioner for service project ideas. A few suggestions include:

- Building Check Dams or completing other conservation projects
- Replacing guide lines on tents and flies
- Cleaning and maintaining the Council ring
- Building or repair of picnic tables
- Other worthwhile projects approved by the camp staff



A Day of Service



PROJECTS FOR LEADERS

On more than 4,766 acres, Owasippe has over 250 buildings and operates 25 vehicles. Consequently, all able Leaders are urged to assist our camp by performing a day of service. The Reservation encourages Units to identify a skilled tradesman who might serve as a crew Leader on an important project at Owasippe during its summer stay or on a weekend during the off season. Owasippe can utilize the experience and skills of electricians, carpenters, roofers, plumbers, masons, and mechanics. Working in conjunction with the Camp Director and the Head Ranger, this project Leader will coordinate the activities of a group of volunteers from the Troop or perhaps from neighboring Troops. Projects involving all trades have been identified.

Units are encouraged to communicate with the Head Ranger in advance so that details of the project can be worked out. Only if everyone helps can we maintain Owasippe and keep it strong and healthy.



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High Adventure Programs



The High Adventure program is one of the most distinctive features of Owasippe. It offers the exciting and adventurous programs for Scouts of varying ages, particularly older Scouts. It provides opportunities for them to explore the winding paths and rivers of the Reservation, to gather knowledge of America's rugged past, and to face the challenges that stretch their talents and imaginations. Adult Leaders are also welcome to participate in High Adventure programs. Leaders may register Sunday at the Snack Bar and through Commissioners at the camp office throughout the week. A fee is charged for each program at the time of registration.

Sign-Ups

In an attempt to keep sign-ups as fair as possible to all troops, large and small, and to streamline the overall sign-up process, we have instituted the following process. The pre-camp sign up sheet is an integral part of this process and will be necessary to make sure your Scouts have all the opportunity they deserve at camp.

Included with this manual are copies of the individual program planning work sheet and the high adventure/outpost program pre registration sheet. Please take the time to fill out the pre registration sheet and send to camp two weeks prior to your arrival. This will be your original request for high adventure/outpost programs. Each unit will be guaranteed a number of slots but space is limited. In addition some Scouts may be moved to different times depending on availability. Immediately after Sunday check in you will be able to visit the high adventure staff and find out what you have been allocated. At this time you are able to make any changes and, assuming availability, add more spaces.

Following dinner, open sign-ups occur from 6:30 - 9:30 PM at the snack bar. Until 8:30 AM Monday, all sign-ups must be done in person at the administration center. After that time, sign-ups are handled through the section camps.



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Pink Slips

When you sign up for an activity, you will be given a receipt. These "pink slips" MUST be taken to all program areas with you at your scheduled time. These are used to verify your spot in the activity and will prevent questions in the event that extra people show up. If your Scouts show up to an area without their pink slip and there is a question as to if they are supposed to be there or not, they will be asked to return to their camp and reschedule their activity. No program will be postponed in this case and refunds will not be given. If a receipt is lost, please contact the High Adventure Office for a replacement.

Cancellation Policy

Owasippe requires 24 hours notice for cancellations with a refund. If a participant is late, missing the required paperwork or clothing, or cancels with less than 24 hours notice there will be no refund. The only exception is in the case of inclement weather when High Adventure cancels and event and a reschedule is not available. If a program is cancelled, your camp office will be notified and will be responsible to let you know. Unless you hear differently, assume all programs are running as scheduled.



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High Adventure Outpost Schedule

Diamond 'O Ranch - Requirements

Minimum height requirement is 4 ft tall, minimum age requirement is 10 yrs old, maximum weight is 250 lbs

*pregnant women are not permitted to ride

Riders must wear long pants (PJs and sweatpants are not appropriate), have on hard-soled, closed toed shoes (tennis shoes are okay). Riders must have a signed Release of Liability. Riders must show up 15 minutes before your designated ride time. The ride WILL leave on the hour.

Trail Ride - \$15.00

Monday thru Thursday 9AM, 10AM, 11AM, 2PM, 3PM, 4PM

Ever wanted to see parts of Owasippe you've never seen before? Want to explore trails that are not on a map? How about seeing wildlife from a horse's back? If this sounds like your type of adventure, then you should consider a horseback trail ride at Owasippe's Diamond 'O Ranch. Come join the other Wranglers, as they guide you down trails, let you in on Owasippe folklore, and remind you what it was like when the primary mode of transportation wasn't a motorized vehicle.

Breakfast Ride - \$20.00

Monday & Friday - 7:45AM

Morning at Owasippe is the most beautiful and inspiring time during the summer. Come wake up with the Wranglers at the Diamond 'O Ranch, where you can take part in the beauty with a breakfast ride. Experience the morning sun with breakfast at the Ranch and a morning trail ride.

Open Ranch - \$5.00 - Learn about horses...with horses!

Monday - Thursday 7-9 PM - (All ages)

Not sure if horses are for you? Not quite ready to ride one or maybe someone's just too young? Come out to the Diamond 'O Ranch where you can join the Wranglers for a Pony Ride. If riding is not your thing, feel free to come down and join the Wranglers who will introduce you to the horses, get a friendly tour and learn fun horse facts. Maybe the Wranglers can help you to ride by the end of your stay.

High Adventure Outpost Schedule (cont.)

Horsemanship Merit Badge - \$25.00

Monday thru Thursday – 9-11AM or 2-4PM

Are you ready to get face-to-face with gentle animals who can weigh more than 1,000 pounds? Maybe you'd like to learn what different types of horses are used for, or learn HOW to ride a horse. If yes, Horsemanship Merit Badge is for you. This badge teaches Scouts general knowledge and care for horses through hands-on activities. This badge is challenging and requires Scouts to do a certain amount of work on their own. Scouts will learn "how to clean out the 'frog'", the history of different horse breeds, and how to "tack up" a horse, to name a few lessons. Scouts must come prepared with a notebook, pen/pencil, and a merit badge book (books can be bought at the trading post).

**Any Venture crews interested in working towards their equestrian advancement, we would be more than happy to set up time to fit into your week's schedule.

Wrangler Outpost - \$30.00

Monday - Thursday – 4PM-8AM

Was it ever a dream to sleep in a Teepee like the Native Americans? Maybe you're interested in some hands on fun camping games!? Owasippe has the opportunity to show what it was like to live in a simpler time. Wrangler Outpost is an overnighter where Scouts and leaders alike will be able to spend a night underneath the stars with horses. Participants will eat cook on a campfire, learn more about horse life through games, branding, legends/stories, and most importantly: fun and fellowship with friends!

Project C.O.P.E.

Owasippe's Challenging Outdoor Personal Experience located at the Charles Nagel Project C.O.P.E. course is a collection of high ropes and low ropes courses that is designed to challenge, inspire teamwork, create communication, develop leadership and increase self-esteem not only in scouting but everyday life..

All participants must wear long pants and closed-toed and backed shoes

Be 13 years old by Jan. 1, 2009 or a graduate of 7th grade.

It is requested that all bring a filled water bottle

Low COPE - \$15.00

C. Nagel Memorial COPE Course

Monday-Thursday – 9am – 11:45am

Low C.O.P.E. is a set of initiatives and activities that are presented to a group in a exciting, safe, noncompetitive environment by skilled facilitators. Facilitators use activities that allow the group members to feel more comfortable with each other.

Groups also build trust and problem-solving techniques with each other by working together and learning how to interact as a team. Each Low C.O.P.E. experience stands on its own to be the most unique and fun occurrence tailored differently for each group. These exercises help individuals build trust and become a more effective team, as well as building group maturity to ensure success when or if the group chooses to move on to High C.O.P.E.

High Adventure Outpost Schedule (cont.)

High COPE - \$20.00

C. Nagel Memorial COPE Course

Monday thru Thursday – 2-4:45 PM

High C.O.P.E. is an experience in which individuals are challenged to solve a series of rope and cable elements suspended over 30-feet above the ground. The elements are designed to improve initiative, motivation, problem-solving skills, risk-taking ability, and most especially: self-confidence. These elements are safely negotiated by NCS trained facilitators using climbing equipment which includes safety harnesses and helmets. Participants are encouraged to take risks that allow them to expand their comfort zones and learn more about themselves and their team members. While C.O.P.E. pushes you to reach outside your comfort zone, individuals determine their own level of participation in order to build self-confidence within personal comfort boundaries. High C.O.P.E. will give participants the challenge and thrill of a lifetime!

Climbing

Whether you are a beginner or a seasoned climber, adventure awaits you at the Christopher Hill Memorial Climbing Tower.

All climbers under the age of 18 yrs old must be accompanied by an adult.

Closed-toed and backed shoes required.

Open Climbing - \$6.00 per hour session (compare to \$3 PER CLIMB in the city!!)

C. Hill Memorial Climbing Tower

Mon., Tues., Wed., or Thurs. – 7pm-9pm

(One night will be reserved for Camp Reneker Families)

This 32-foot vertical tower is waiting for the adrenaline junkie to scale it's many sides!

Climbing Merit Badge - \$10.00

C. Hill Memorial Climbing Tower

Monday thru Friday—9-11 AM 20 Participants Maximum

Do you know what an "ATC" is? What does it mean to "belay"...and how do you do it? Scouts will learn about climbing as both a skill and hobby and will enjoy one-on-one tutorials, knowledge about technique and equipment, as well as the opportunity of countless climb time, all while practicing proper climbing safety...not to mention pushing the limits, scaling to new heights, and hanging out with the coolest staff around!

Climb on Safely

C. Hill Memorial Climbing Tower

Previous sign-ups, sign up at check-in!

Climb on Safely gives leaders and senior troop members a chance to learn more about rock climbing. In this brief training session, one will be able to organize a climbing or rappelling activity on both natural and man-made sites.

High Adventure Outpost Schedule (cont.)

USS Silversides - \$25.00

Muskegon Lake - Mon., Tues., Wed., or Thurs. – arrive at 7pm, back at Owasippe by 9am

(one adult leader must attend)

If you would like to learn more about the United States most decorated WWII submarine, Owasippe gives the opportunity to spend the night aboard it, the USS Silversides. This program invites groups up to 74 people and proves to be a memorable (experience).

Trek Safely

Snack Bar, Ad Center - Monday at 7pm

Owasippe provides the Trek Safely program for adult leaders as well as senior members who are interested in planning an outdoors trip. Trips include backpacking, canoeing, caving, horse packing, kayaking, mountain biking, mountaineering, rafting, sailing and skiing treks ranging from one night to several days. This program outlines recommended procedures for organizing treks as well which will keep you and your scouts safe.

Tubing - \$12.00

Mon. - Fri. – 10am, 2pm, & 7pm

Participants must wear footgear

Section Camp (pick-up point)

Would you like to get out of Owasippe for a while? Would you like to relax and sit back enjoying Owasippe's beauty and wonder? Are you a fan of water? If so, then tubing the White River is for you. Tubing provides some time to let you get off your feet and relax on a lazy-river. Please note that the tubing trips may take up to two hours per trip. Ask about our lunch excursion tubing trip (Pines Point).

Canoeing - \$10.00

Section Camp (pick-up point)

Monday thru Friday - 9am-5pm

(Each trip will be tailored to the troops' individual needs. The times and destination will be determined upon troop check-in)

Canoeing can be a fun and challenging experience for scouts as well as leaders. Canoeing down the White River, a beginner-level river, will introduce the skills needed for more advanced trips. It can also be a wonderful afternoon experience. Trips can be set at various lengths (an afternoon to an all day ending at Whitehall for dinner) to suit each expedition.

Small Boat Sailing - \$10.00

Outpost

Fossett Sailing Base, Camp Blackhawk

Mon., Tues., Wed., or Thurs. – 3pm-5pm or 7pm-9pm

Look forward and enjoy the freedom of the open water, look back and admire Camp Blackhawk's breathtaking coastline. The Fossett Sailing Base on peaceful Big Blue Lake is the most perfect way to spend some free time.

High Adventure Outpost Schedule (cont.)

Small Boat Sailing Merit Badge - \$15.00

Fossett Sailing Base, Camp Blackhawk - Mon., Tues., Wed., and Thurs. – 10am, 11am, or 2pm

Calling all hands on deck! Learn the basics of small boat sailing while having a “boat-load” of fun. This badge may only be completed ONCE, sorry sail base groupies! Enjoy the freedom of the open water...while learning the skills you need to be an ablebodied sailor! ALL PIRATES WILL BE PLUNDERED...punishment by swabbing the deck!

Space Exploration - \$20.00

Merit Badge

Snackbar, Ad Center - Monday thru Thursday – 9am, 10am, or 11am

If you find yourself constantly looking to the stars for the answers then the Space Exploration Merit Badge is for you. This merit badge will teach the scouts the history of the bond between man and space. Before acquiring the badge, scouts will also have made and launched their very own rocket. This badge is a good badge for first year scouts. The rocket kit is included. 3...2...1...BLAST OFF!

Photography Outpost - \$20.00

Camp Wolverine South - Instructional: Mon., Tues., Wed., or Thurs. – 10am or 11am

Darkroom: Monday - Thursday - 2pm - 5pm & 7pm - 9pm or open by Appointment

Join us on a safari: a Photo Safari. Scouts will receive instruction on camera use and then embark on a journey where they will attempt to capture the perfect photograph. To finish off the experience, each scout will have the opportunity to develop his own prints. Cameras can be brought along or they are available at the Outpost. Black and white film is provided. Color prints can be taken but cannot be developed at the camp and may not count for the badge. Scouts must schedule one instruction session and one darkroom session. Leaders are welcome to participate at no additional cost. Min. age is 12 years old.

Action Paintball Course/Shotgun Range - \$5.00

Action Paintball - Carlen/Crown Range

Monday thru Friday – 9am, 10am, or 11am

New in 2008, the Action Paintball course features numerous stations at which you will be able to test your abilities with a paintball marker. Led by experienced and responsible staff, this program allows you to not only have fun while using a paintball gun, but promotes safety when using them as well.

Super Action Paintball Competition - \$5.00

Carlen/Crown Range - Tuesday & Thursday Nights – 7-8 PM, 8-9 PM

BRAND NEW this year, we are kicking it up a notch at the paintball course. While not limited, this program is designed for older scouts who wish to try out their skills in a competition specifically designed to test speed and skill with a paintball gun.

Shotgun Merit Badge - \$25.00

Carlen/Crown Range - Monday thru Thursday (Friday make-ups) 2-3 PM & 4-5 PM hour slots

Now being exclusively offered by High Adventure, shotgun merit badge is offered at Carlen/Crown range to provide scouts with a more central area to come and learn about shotgun shooting at its finest! Led by a responsible staff trained specifically to meet the needs of this course, scouts will not only shoot, but learn proper technique and safety as well.



High Adventure Outpost Schedule (cont.)

Open Shotgun - \$.50 per shot

Carlen/Crown Range

Monday thru Friday 3-4 PM, Monday and Wednesday nights 7-9 PM

Not enrolled in Shotgun merit badge but still want to shoot? Aim this way! Come to open shotgun to try out your skills shooting target-style at the range.



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The Manistee Quest

Manistee Quest High Adventure Program



The Manistee Quest

The Manistee Quest is a high adventure program devoted solely to backpacking treks and canoe voyages through the Manistee National Forest. Week long treks will be available for all 6 periods. They begin on Sunday at noon and end on Saturday. All participants must be 13 years old by January 1 of the year they will participate. A guide, 18 years of age or older, specially trained in backpacking, CPR, and canoeing, will accompany your trek. Your adventure will culminate in a steak fry and campfire on Friday evening. Treks stay at Camp Robert Crown on Sunday night and Friday night.

Dates of Treks

Period 1	June 28 - July 4
Period 2	July 5 - July 11
Period 3	July 12 - July 18
Period 4	July 19 - July 25
Period 5	July 26 - Aug. 3
Period 6	Aug. 2 - Aug. 8

Equipment Provided

Freeze Dried Food
First Aid Kit
Tents and Trail Fly
Maps
Kitchen Supplies
Water Purifying Tabs
Dry Bag (canoe trips)

Types of Treks Offered

- 1) HIKING - 5 days of backpacking
- 2) HIKING/CANOE - 3 days of hiking/2 days of canoeing
- 3) CANOE - 5 days of canoeing

**The
Adventure
Begins**

2008 Fees (Per Person)

Canoeing	approx. \$350
Hiking Treks	\$280
Hiking/Canoeing Treks.....	\$300
Hiking/Canoeing w/1 adult	\$320
Hiking/Canoeing w/no adult.....	\$330

Payment Schedule

\$100 per crew due with reservation
\$30 per person due POSTMARKED by Feb. 28
\$350 per crew due postmarked Feb. 28
Final balance due postmarked May 31
One Leader free for each 8+ youth crew



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Crew Size

Each Crew must have a total of 5-11 participants. More than half of the crew must be youth. Troops are encouraged to combine if necessary to form a crew. Units that agree to be responsible for Scouts from other units will receive 1 free adult (minimum 2 Scouts).

Special Requirements

All participants must pass a swimmer's test at the Base before leaving on a canoe trek. Each trek must have an adult with American Red Cross CPR for the Professional Rescuer or American Heart association CPR Level D, and a person 17+ with BSA Lifeguard equivalent. Everyone must complete a BSA class 3 physical #34412. These forms will be provided.

Pre-Training

All crews must undertake a training program prior to coming the Carlen High Adventure Base. A minimum of three (3) pre-trek hikes is recommended.

Refunds

\$100 crew reservation fee is non-refundable. After June 15, fees are partially refundable for medical reasons or death in the family. Otherwise, fees are not refundable after June 15 as staff is hired, special food and supplies have been purchased and are usually not returnable. All requests for refunds must be in writing and received by August 31.

Camperships are available to registered Chicago Area Council Boy and Venture Scouts based upon need. Forms are available from the Chicago Area Council Camping Department.

For information, contact the C.A.C. Camping Department at 312-421-8800.
E-mail address: chris@chicagobsa.org.



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Camp Songs

THE OWASIPPE HYMN

All the wealth of Earth and Heaven,
bless thy woods and dales.

Over all thy lakes and forests,
happy youth prevails.

So may Scouting's bonds of friendship
seal our loyalty.

To the camp so dear to memory,
HAIL OWASIPPE!

CAMP BLACKHAWK

It's a great gang that goes to
Blackhawk – Go!
It's a great gang to know
Always full of pep and ginger,
And the watchword is let's go – Let's Go!
Always on the level,
Always on the square,
It's a great great gang that goes to
Blackhawk – Go!
My heart's right there!

(repeat with clapping)

Cheer: Camp Blackhawk – Go!
Camp Blackhawk – Go!
CAMP BLACKHAWK – GO!

CAMP WOLVERINE

INTRO: Sung loud and slow by one person

The spark's alive, the spirit's here.
The time has come for us to cheer.
With swelling pride, let voices ring.
With hearts United, let us sing.

Chorus:

We'll give a rah-rah-rah for Wolverine.
A cheer for our loyalty.
We're gonna work and strive for our
great camp;
Defend its Unity – Wolverine!
Proud of our colorful heritage,
As proud as we are today.
Great Scouts, great staff, great part
of Owasippe.
Onward Wolverine!

(repeat chorus with clapping)

Cheer: Camp Wolverine – ZAXIE!
Camp Wolverine – ZAXIE!
CAMP WOLVERINE – ZAXIE!



CAMP RENEKER

Consider yourself at home.
Consider yourself part of Reneker.
You will never feel alone
With Scouting families as your friends.

Oh, you can hike the trails and sail the
lakes and greet the sun.
It will all be worthwhile.
You will sing the songs and shout the cheers
And feel the start of a happy Scouting smile.

Consider yourself at home.
Consider yourself our friends.
So, come on down and camp around at
Reneker,
Consider yourself one of us!

CAMP ROBERT CROWN (to the tune of Titanic)

One day they built this great camp,
they called it Robert Crown.
And when they put it up,
no one could tear it down.
Oh the rain will rain, the sun will shine,
the summer days will pass but we'll still
hail the great Camp Robert Crown.

Chorus:

Oh we are proud. Oh we are proud.
Oh we are proud to be part of Robert Crown.
Oh the great Camp Robert
Crown, Crown, Crown, Crown, (or)
Staffmen and Scouts all hail to the shouts,
we are proud to be part of Robert Crown.

The day that the Scouts come,
we treat them just like kings,
we fill them up with bug juice,
and teach them Scouting things.
Oh the Staff sing, the Scouts will shout,
as we all cry out and we'll hail
to the great Camp Robert Crown

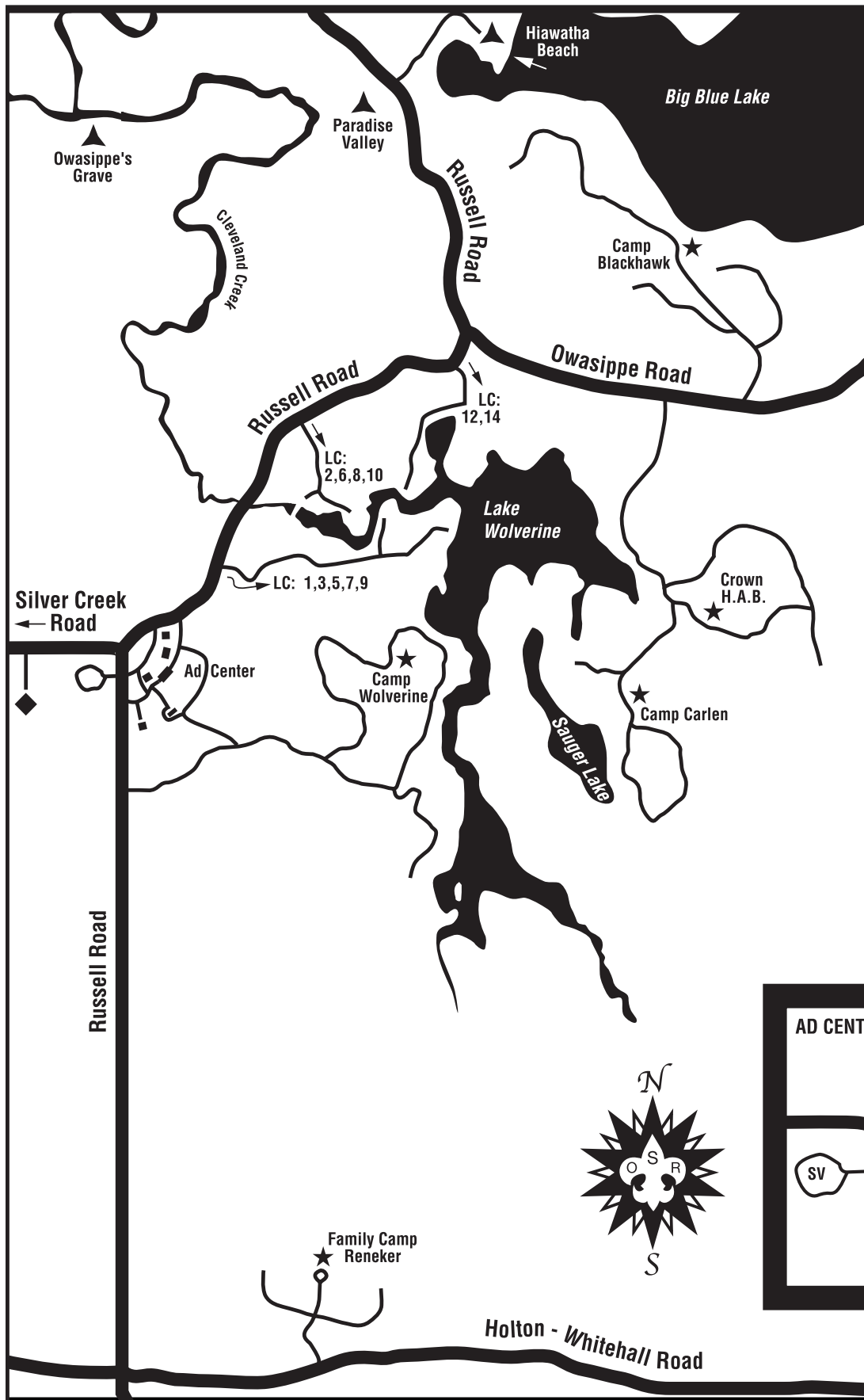
(repeat chorus)

Scouts come to Owasippe.
They camp from year to year.
But those at Robert Crown,
are the finest we have here.
Oh the rain will rain, the sun will shine,
the summer days will pass but we'll still
hail the great Camp Robert Crown.

(repeat chorus)

Cheer:

Mojave! Mojave! (followed by 5 claps)
Mojave! Mojave! (followed by 5 claps)
Mojave! Mojave! (followed by 5 claps)

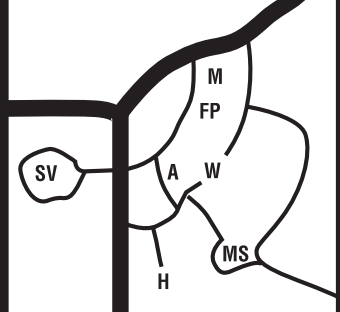


Scale 1" = 22159
1 in. = approx. 615 yds

Legend

- Paved Rd.
- Camp Rd.
- ★ Camp Office
- ▲ Landmark
- ◆ Horse Corral
- Lake
- SV Staff Village
- M Museum
- FP Food Prep.
- A Admin. Bldg.
- W Warehouse
- MS Maintenance
- LC Lake Cabin

AD CENTER DETAIL



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Camp Blackhawk - Owaspie Scout Reservation



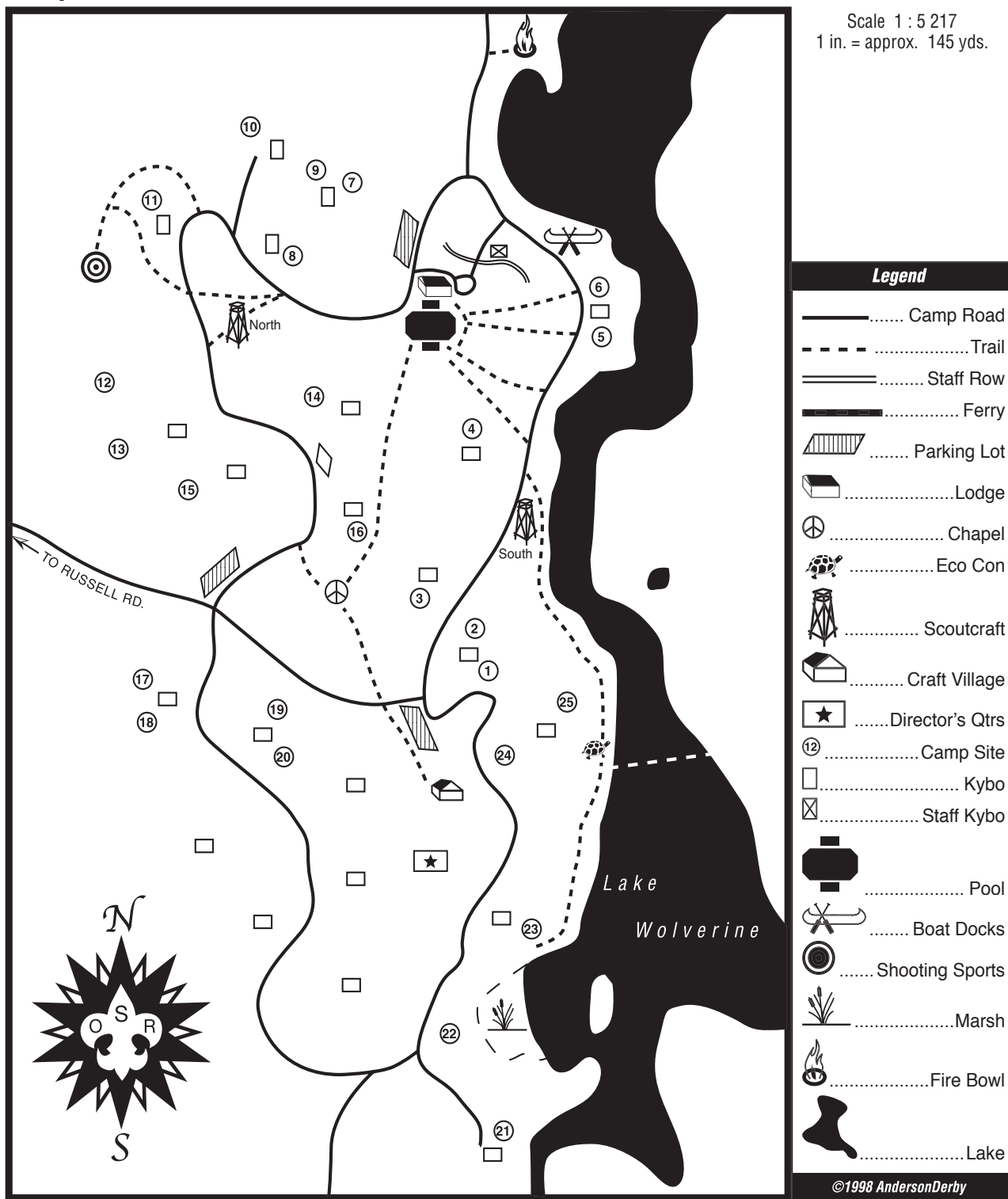
Legend

	Camp Road
	Trail
	Paved Rd.
	Staff Row
	Parking Lot
	Dining Hall
	Camp Site
	Kybo
	Staff Kybo
	Shower House
	Aquatics
	Boat Docks
	Sailing Base
	Nature Shed
	Shooting Sports
	Craft Village
	Scoutcraft
	Fire Bowl
	Lake
	Marsh
	Creek

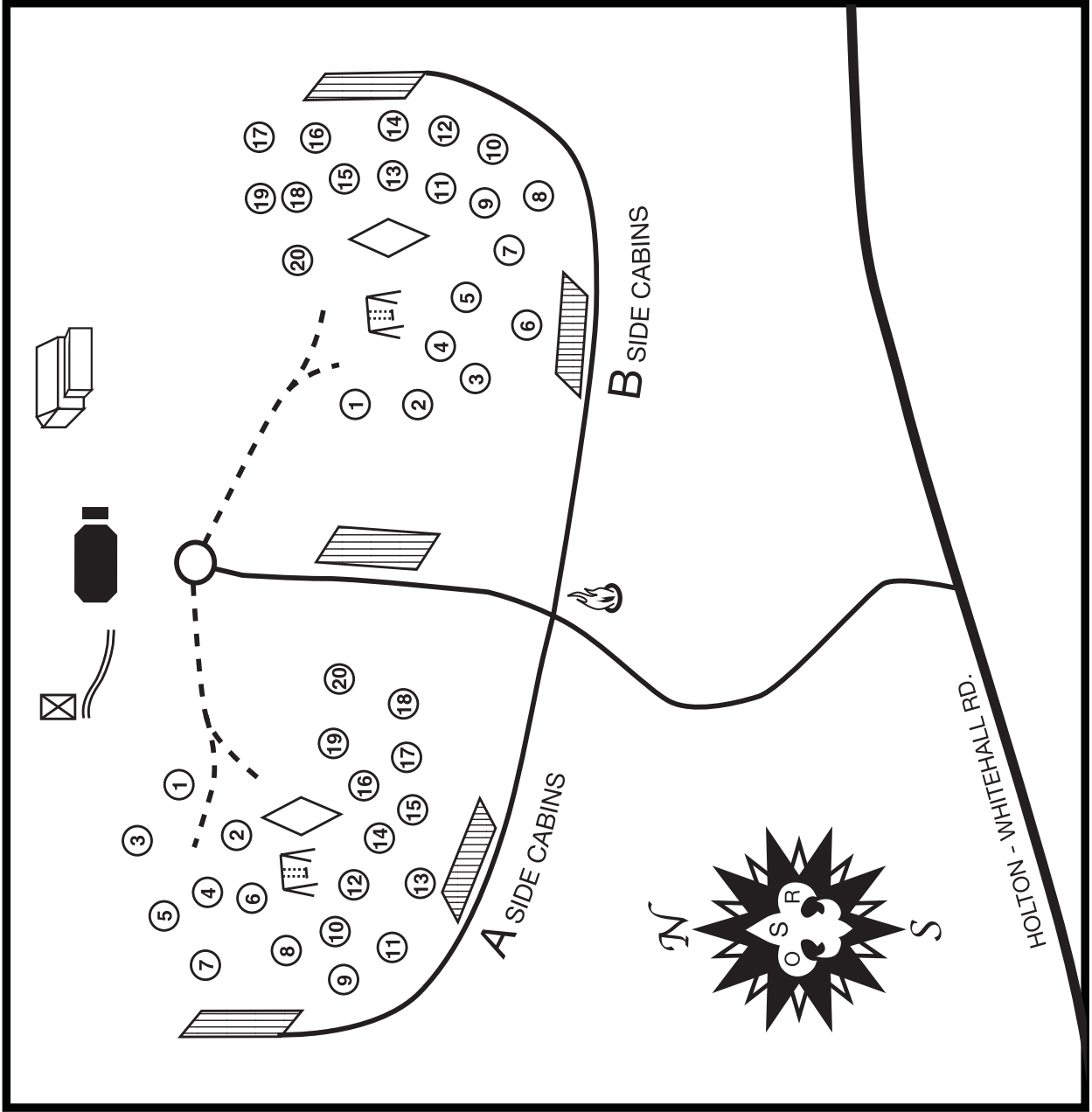
Camp Wolverine - Owaspie Scout Reservation

150 100 50 0 75 150 225 300 yards

Scale 1 : 5 217
1 in. = approx. 145 yds.



Camp Reneker *Ōwasippe Scout Reservation*



Scale 1 : 2 962
1 in. = approx. 82 yds.

Legend	
	Camp Road
	Paved Rd.
	Trail
	Staff Row
	Parking Lot
	Tent & Trailer
	Cabin
	Sanitary Unit
	Staff Kybo
	Pool
	Playground
	Fire Bowl

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